All characters ™ & © Marvel Entertainment Group. All rights reserved.

WIZARD®
42
FEBRUARY 1995
$3.95 U.S.A. $5.35 CAN.

WIZARD®
42
FEBRUARY 1995
$3.95 U.S.A. $5.35 CAN.

All characters ™ & © Marvel Entertainment Group. All rights reserved.

THANKS

FOR A GREAT 1994!

FLEER®
ENTERTAINMENT

We couldn't have done it without you!

Market Reports courtesy of Capital City Distribution, Inc.

Capital

TM & © 1994 Marvel Entertainment Group, Inc. All Rights Reserved. TM & © 1994 MTV Networks, a division of Viacom International Inc. All Rights Reserved.

MARKET REPORT
JAN 1994

#1 CARD PRODUCT

What's Happening This Month

No surprise! Fleer's debut Marvel card, Ultra X-Men, raced ahead of all other issues.

MARKET REPORT
APR 1994

#1 CARD PRODUCT

What's Happening This Month

Fleer's first Marvel brand offering, Amazing Spider-Man, surprised no one by taking the top spot.

MARKET REPORT
MAY 1994

#1 CARD PRODUCT

What's Happening This Month

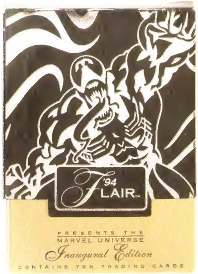
May belongs to non-sports. Fleer's Beavis & Butt-head came in first place.

MARKET REPORT
JUN 1994

#1 CARD PRODUCT

What's Happening This Month

Flair Marvel Universe took an easily predicted top spot and accounted for nearly 80% of Fleer's hefty market share.



MARKET REPORT
JUL 1994

#1 CARD PRODUCT

What's Happening This Month

Last month Fleer's Flair Marvel Universe blew the competition away. Flair, solicited again in July, again takes 1st.

MARKET REPORT
AUG 1994

#1 CARD PRODUCT

What's Happening This Month

After gathering card orders for eight months, we find Fleer has supplied the top products for six of them. Including August, with the top-selling Marvel Cards Universe.

MARKET REPORT

OCT 1994

MARKET REPORT

DEC 1994

#1 CARD PRODUCT

What's Happening This Month

Number one Marvel Masterpieces from Fleer far outdistances the closest competitor.

#1 CARD PRODUCT

What's Happening This Month

1995 Fleer Ultra X-Men beat the competition by a mile.

LEONARD NIMOY'S

PRIMORTALS™

WHAT DO YOU MEAN SOLD OUT?

AARRRCH!

URHN!

MONTHLY, ONLY FROM TEKNO·COMIX™ ON SALE EVERYWHERE...

OR ELSE!

©Copyright 1994 Big Entertainment. All rights reserved.

DO YOU READ US!™

The Tekno•Comix™ Fan Club!

FIRST 1,000
RECEIVE LIMITED EDITION COMIC BOOK

And receive all this cool stuff!

- Tekno•Comix™ Button
- Poster
- Official Membership Card
- Official Membership Certificate
- Quarterly Newsletter
- Exclusive free stuff at shows
- Rank Patch

TEKNO•COMIX™ Fan Club

Name _____

Address _____

City _____ State _____ Zip _____

Return this form (or copy) with check or money order payable to TEKNO•COMIX™ (U.S. funds only). Or use your credit card:

☐ Visa ☐ MasterCard ☐ American Express ☐ Discover

Card Holder Name _____

Account Number _____ Exp. Date _____

Signature _____

ONLY **$15** FOR A FULL YEAR

TEKNO•COMIX™ Fan Club
2255 Glades Road, Suite 237W, Boca Raton, Florida 33431-7383
or Fax 407-998-2974

For the latest TEKNO information dial:

1-800-HI-TEKNO

THE CALL IS FREE!

© Copyright 1994 Big Entertainment. All rights reserved.

WIZARD®

Volume 1
Number 42
FEBRUARY 1995

CONTENTS

features

pull up a chair and get comfy

26 ART IMITATES LIFE
Alex Ross on the origins of Marvels, the end of DC, and more. By Craig Shutt

54 A NEW HOPE
A long time ago, in a galaxy far, far away... By Marc Shapiro

76 CROSSING THE LINE
Keith Giffen on what not to do in comics. By Jack Curtin

up close

there'll be a quiz on these

34 THE PSYCHIC HOTLINE
Proof that 1-900 numbers are worth the money. By Jim McLauchlin and Andrew Kardon

42 STEADY AS SHI GOES
Shi creator Bill Tucci on taking chances. By Buddy Scalera

46 CASTING CALL 2
Wizard casts the Spider-Man movie. By the Wizard staff

74 CLOTHES MAKE THE MAN
What does it take to be Batman? Cool threads, man! By the Wizard staff

84 MOON SHOT
Bang, zoom, to the moon! By Ruth Morrison

contests

Ed McMahon would be proud

39 1,001 COMICS GIVEAWAY!
Better clean your room, 1,001 books take up a lot of space!

51 STREET FIGHTER
Your own arcade game! Can you say Carpal Tunnel Syndrome?

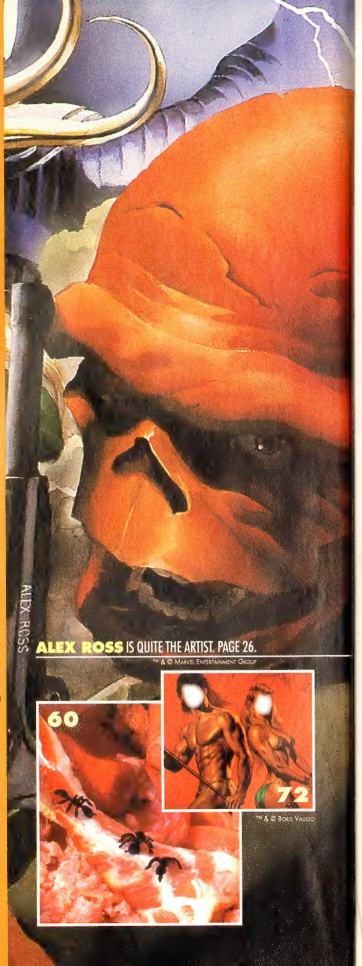
60 PITT
Dress up up your dresser with a super-tuff Pitt statue!

72 BORIS VALLEJO
Get your mug on Boris's canvas!

94 FIRST QUEST
Put yourself in the role of...winner.

101 CAPTAIN AMERICA
Win original Cap art!

WIZARD and the WIZARD LOGOTYPE are REGISTERED TRADEMARKS OF WIZARD PRESS.



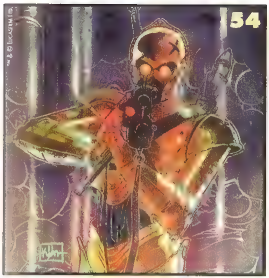
ALEX ROSS IS QUITE THE ARTIST. PAGE 26.

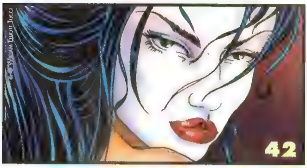
™ & © MARVEL ENTERTAINMENT GROUP

60

72

™ & © BORIS VALLEJO





departments

stuff that happens every month

	PAGE
MAGIC WORDS	[illegible]
WIZARD NEWS	17
THE DRAWING BOARD	[illegible]
HOMEMADE HEROES	[illegible]
CBIQ	[illegible]
CARD PRICE GUIDE	[illegible]
TOP 10 HEROES & VILLAINS	[illegible]
COMIC WATCH	[illegible]
PICKS FROM THE WIZARD'S HAT	[illegible]
GOOD & CHEAP	[illegible]
TOP 10 COMICS	[illegible]
TOP 100	[illegible]
INTRO TO THE PRICE GUIDE	[illegible]
COMIC BOOK PRICE GUIDE	[illegible]
SHOWS & CONVENTIONS	[illegible]
BULLPEN	[illegible]
WIZARD PROFILE	[illegible]

columns

a bunch of so-called "experts"

EDITORIAL	[illegible]
CUT & PRINT	[illegible]
TOYING AROUND	[illegible]
PALMER'S PICKS	[illegible]
WIZARD OF CARDS	[illegible]
MARKET WATCH	[illegible]
E.G.O.	[illegible]

WIN!

1,001 of the coolest comics of all time!

Find out how on page 391! Photo: V. [illegible]

editorial

HOWDY

This was certainly a lot harder to write than I thought. Which is kinda weird, seeing as how I've been writing for this magazine for nearly four years now. It usually comes pretty naturally to me. Not this time though.

So anyway, here I am. Howdy. My name's Pat McCallum, and I'm the editor-in-chief of *Wizard: The Guide to Comics.* I started on here as an editorial assistant, and after working with (and learning from) some incredibly talented people over the past four years, I now find myself taking over the page that the esteemed Big Cheese himself once reigned over. (Am I the only one who's gonna miss seeing those goofy photos of Gareb with the harsh word balloons every month?) While Gareb is off blazing new trails for Wizard Press, I'll be filling up this here page. Why me? Heck, 'cause I'm bigger than anybody else here, and I've also been at this game for quite a while now. And even though I once had a monthly column way back when (anybody remember Collecting Comics in the '90s?), and used to handle the chores over on our letters page, I've since had more and more of my time peeled away, forcing me to relinquish those writing responsibilities.

And, quite frankly, I missed it. Yeah, I still edit this book, and I still write pieces here and there, but I missed having a more direct line of communication with the fans. Well, with the *Wizard* staff becoming stronger with each progressing issue, I've found myself with just a little bit more time, so bingo, here I am. And while I won't be running pictures of me every month with a different celebrity—or a guy in a bear suit—what I will try to do, is be a voice for *Wizard* to the fans. I'll try to keep you up to speed with everything that's going on here in our little corner of Wizard Press, and see to it that I can better address some questions you may have about *Wizard.*

From the get-go, let's see if I can't nip some of those in the bud. As some of you will notice, there have been some changes in *Wizard* with this issue. We've dropped a few things that seemed to have run their course, and a couple of things got a bit of a facelift. Most noticeable of all, though, is our coverage of the comic industry. We've changed the way we've formatted our feature articles. Instead of doing nothing but monstrous, six- or seven-page features (which are still great, and won't be *completely* removed from the magazine), we are now making more room to cover the extremely diversified field of comics every month. This includes going more in depth with the big stories, sharing the spotlight a little more evenly with the other great creators out there, or just taking a goofy idea and running with it. I guarantee you that over the next couple of months, *Wizard* is going to be a mighty interesting place to be.

So hey, stick around. This ought to be pretty good.

Adios,

Pat McCallum
Editor-in-Chief

[illegible] Patrick McCallum
[illegible] Brian Cunningham
[illegible] Mark Bordowitz
[illegible]
Patrick Daniel O'Neill, Marc Wilkofsky
[illegible] Andrew Kardon
[illegible] Price Guide Editor Jon Warren
[illegible]
Bob Marshall, David Prager
[illegible]
William A. Christensen, Phil Colligan, Mike Fasolo, Mark Seifert
[illegible] Mercedes Cobo
[illegible] Matt Tierney
[illegible] Arlene So
[illegible] Live's *Throwing Copper*
[illegible]
Sean Aune, Steve Blackwell, Jack Curtin, Dave Gowan, Paul J Grant, Andrew Steven Harris, Clifford Lawrence, Todd McFarlane, Jim McLauchlin, Ruth Morrison, Tom Palmer Jr., Buddy Scalera, [illegible], Stephen Shamus, Marc Shapiro, Craig Shutt
[illegible] Alex Ross
[illegible]
[illegible] Gareb S. Shamus
[illegible] Martha Scheidegger
[illegible] Douglas Goldstein
[illegible] Manager Christine Cush
[illegible] Assistant Tracey Alto
[illegible] Associate Daniel Reilly
[illegible] Maria Capello (914) 268-3594
[illegible] Page Inc.
[illegible] Andrew Eisenberg (NY)
[illegible] Michael C. Roberts (NY)
[illegible] Alison James (NY)
[illegible] Karen Lee James (CA)
National Accounts Manager Keri C. Uejo (CA)
[illegible] Coordinator Karen Evans (NY)
[illegible] (914) 268-3907 [illegible] (914) 268-5386
[illegible] (310) 530-6560 [illegible] (310) 530-6690

BPA International membership applied for November 1993

BRACE YOURSELF

Magic Words

It Was the Best of Times, It Was the Worst of Times...

Ha! Fooled you! Bet you thought the "Best of '94/Worst of '94/What I Want in '95" letters were going to run last issue. Well, so did we. But time constrictions being what they are (that would be constricting), we had to push them back one issue. Thanks to all who participated, especially those wacky people who actually next-dayed their letters to get 'em in on time (Lisa Craig of Los Angeles—your letter will run in issue #44, I swear!). I'm just going to kick back and let you people ramble for a while without doing any blabbing myself. Yeah, right. Well, at least I'll keep my babble to a minimum.

Hey, Wizard People,

Okay, real quick, year in review:

☞ A lot of comics returned to a pretty high level of quality, especially Image and a handful of small, independent publishers. Marvel stayed about the same quality-wise, which is pretty low, but no one was surprised.

☞ But just when gimmick covers were on the way out, Image started the stupid trend once again with its "variant covers." Call it whatever you like, it's still pretty lame. Hopefully that trend in comics will die soon, but luckily most of the comics inside those covers were worth it.

☞ Defiant, the best and most underrated publisher on the market, closed shop. No one really much cared. Too bad.

☞ DC put out a decent mini-series with *Zero Hour*, which was very nice, but no *Crisis* (of course, *Crisis* wasn't *Crisis*). The really surprising things were the #0 issues. What seemed at first to be a dumb gimmick, actually turned out to be good, solid stories and got a good number of people to start noticing DC again. A few of the issues were weak, but most were solid hits (like *Starman* and *Green Lantern*) or showed renewed potential in an ongoing series (*Flash*, *Hawkman*).

☞ *Sandman* lasted another year, but *Doom Patrol*, consistently the most underrated comic in the mainstream market, got the ax, and not many people cared.

So what will 1995 hold? Another bland X-Men "event"—we already know that. Maybe *Suicide Squad* will come back, but that would be too good to be true. And maybe *Sandman* will last another year—who knows?

Marian Harris
Nuevo, CA

Dear Wizard,

I'm writing in response to your asking for input on the past year in the comics industry. Let me start on the high points of comics today. In an industry where art, covers, and secondary market price potential get most of the attention, it's nice to see good, solid stories. *Cerebus*, *Bone*, *Shi*, and *Evil Ernie* are all independents with great plots that people have finally started to notice. And let me insert here that anyone who hasn't read *Poison Elves* should give it a try.

I'm sure many people would agree that cover gimmicks are one of the many low points this year. All the companies have been beating the dead horse here. But in my opinion, the lowest point of the year would have to be the alienation of the younger generation. Just look at the

Death of Superman" storyline. While everyone was running out buying up *Superman #75* for its investment potential, the kids were the ones who missed it. I think one of the most important things to remember is that everyone was young one time, and if children can't buy comics they want today, they aren't going to buy them tomorrow

Finally, the letters page is by far my favorite part of the magazine. Even though you have plenty of prizes, Marvel has the letters page "No-Prize" and DC's Superman titles have the "Baldy," so maybe you could give away a "Rabbit Award" each month for the best-written letters. Why call it a "Rabbit Award"? Because everyone knows a wizard can pull a rabbit out of his hat.

Kevin Boleware Prentiss, MS

Hmmm. I've always been a fan of recognizing and rewarding excellent letters. And without all the groovy letters we get, I wouldn't have this job, which means I couldn't afford my car or my $800-a-week guacamole habit. So, OK. We'll do an award for the best letter every month. But I'll call it the "Bunny Award" instead of the "Rabbit Award." Why? Because I feel like it, that's why.

Dear Wizard,

Here we go for 1994:

The Best: The great competition between companies that makes better comics than in past years. More quality and intelligent storylines came in key titles from Marvel (X-titles), DC (Batman and Vertigo titles), and Image (*The Maxx* and WildStorm stuff). Dark Horse proved to be one of the most consistent publishers, with a mix of strong licensed titles and creator-owned series. Even more diversity in the alternative field (*Bone, Wandering Star, Strangers in Paradise, Tyranny*) was great

The Worst: Too many expensive comics over $3 (gimmicks, deluxe editions, enhanced covers) and those priced zero and 1/2 issues. Speculators spend more money, while real readers get more confused.

The Spider-Clone and speculation about it

Image's Extreme Studios: Too violent and "mercenary" for long-term interest.

Malibu's Ultraverse: Just see how it's slipping away right now.

NEW! NEW! NEW! NEW! NEW! NEW!

THE COMIC COLLECTOR 2.0

Great New Features for DOS & Windows!

The Comic Collector 2.0, from AbleSoft, has arrived, the latest in comic book inventory software. Version 2.0 includes both DOS & Windows versions in the same box. Some of the great new features include: Buy/Sell History, Comparisons, User Notes & Enhanced Reports. Pick one up today and take Control of your collection!

Includes Complete Comic Data

The Comic Collector comes with a complete database of comic books from *Silver Age-Present*. You'll get titles, numbers, artists, writers, character appearances, origins, crossovers, even prices, for over 35,000 comics!

Look for The Comic Collector 2.0 at:

- Electronics Boutique
- Egghead Software Software, Etc.
- Babbages
- CompUSA
- WaldenSoftware
- MicroCenter
- Computer City
- Elek-Tek

Or Check with your Local Dealer!

Box Art Features DC's "Zero Hour."

AbleSoft

© 1993-94 AbleSoft Inc.
Suggested Retail Price $49.95
For Information Call:
1-800-467-3566

All Characters on box © 1993 DC Comics, Inc. All rights reserved

NEW! NEW! NEW! NEW! NEW! NEW!

Wishes for 1995: More success for intermediate companies like Dark Horse, but a lesser number of smaller publishers. And the majors should cancel a lot of cheesy projects. And watch out for two underrated writers who are the wave of the future: John Francis Moore and Steven Grant

The Best from *Wizard*: Great diversity in your mag with a constant change of pace. Keep up the good work, but...

The Worst from *Wizard*: The emphasis on Image Comics

Marc Lirette Quebec City, Canada

Pen Pals

Want to get in touch with your fellow comic fans? Or want them to reach you? Just give name, address, age, gender, and three favorite titles to Pen Pals, c/o Wizard Press, at Magic World's address on page 13. Hey, make a friend!

Chuck Delorme
Age: 23 Sex: Male
165 Sterling Ave Apt #2
Ottawa, Ontario Canada
K1Y 1P9
Likes: Clerks Color, Batman

Daniel Williams
Age: 16 Sex: Male
8819 Santa Fe Springs Rd.
Whittier, CA 90605
Likes: Amazing Spider-Man Uncanny X-Men X-Factor

Glenn Dunlap
Age: 31 Sex: Male
1823 Cortner Ave #1
San Jose, CA 95124
Likes: Dakkalaw Sandman Legion of Super-Heroes

Armand Dimaio
Age: 15 Sex: Male
266 S. Sonia St.
San Diego CA 92114
Likes: Hellblazer, Spawn John Byrne's Next Man

Magic Wizards,

A lot of lessons were learned in 1994 for comic publishers, and comic fans as well:

Lesson #1: Publishers found that it takes more than a 3-D, multi-chromium, super-lacquered, glazed cover to make a great comic. For examples, try *Gen*^{13}, *WetWorks*, *Spawn*, *Cyberforce*, *John Byrne's Next Men*, and *Savage Dragon*. So get a hint, Marvel!

Lesson #2: Image made Marvel shape up its act. Now Marvel is using better paper and better color separations, and calling them "deluxe" books. Image has been doing this all along. Thank you, Image!

Lesson #3: It has also been proven (by Dark Horse and Image again) that it takes more than a chain of fight scenes to make a great comic. Again I point out *Gen*^{13} and *John Byrne's Next Men*. Yes, I am a Byrne victim.

Lesson #4: Female characters are no longer just supporting characters, but can hold up their own top-selling titles. Try *Vampirella*, *Shi*, *Lady Death*, and *She-Hulk* (but only when Byrned), for example.

Here is my wish list of things that I would like to see accomplished in comics in 1995:

1) Marvel should straighten out Wolverine; explain how he received his claws, clarify his past with more than "memory implants" or "he can't remember" explanations, and put the adamantium back in his bones!

2) Marvel should take the Comics Code Authority stamp off of the mutant titles and start illustrating more realistic fight scenes. I'm not bloodthirsty, but when Wolverine's claws slash someone open, it's only logical to see slash marks with blood escaping. At least shred his opponent's uniform! The Code is outdated. Drop it, Marvel!

3) *Wizard*, please get off the Spider-Clone's back! I think bringing back the clone was a great idea. It's fun to think, "What if there was another one of me running around?" So quit putting down a great idea. Also, if you don't like something like the Clone, then state why you don't like it. Just don't say that it's stupid or lame for no reason—say why it's stupid, or why it's the Mort of the Month. Act more like the professional publication that you claim to be.

4) I would also like to see Marvel loosen up a little and start doing more inter-company cross-overs, especially with Image. I would die to see Spawn vs. Spider-Man, the X-Men vs. WildC.A.T.s, or Wolverine versus WarBlade (a real Claws-R-Us storyline). The potential is unlimited!

5) I would love to see several characters come back, especially *Longshot*, Phoenix, and Magik. I would pay good money to see another *Longshot* limited series done by the same creative team that did the first one. Please hear me, Art Adams!

Jerry T. Perkins
Pueblo West, CO

The reason why we don't like the Spider-Clone story is as follows: It's yet another annoying example of comic book history revisionism. Marvel took a story almost 20 years old—a good story that made sense and had closure—and essentially told us, two decades after the fact, that it didn't happen that way. Another reason is that it's also an example of going to the well one too many times. Spidey is overexposed in the minds of many, with four main titles. Adding another Spider-Man only milks that cow dry.

But as to your Lesson #1 and the general comment that Marvel should "get a hint," methinks I notice a pattern developing here. You rip Marvel a new hole, and then spend the rest of your letter talking about Marvel. Despite all the crap that Marvel has been taking recently (some of it at our hands), Marvel's still first in terms of sales, and still first and foremost in everyone's mind, including ours. Even though many readers think Marvel is at a "low point" in its history, the company still cares about the characters and is sticking around, hoping for improvement. Marvel seems to be the publisher you love to hate these days, but you still love 'em.

Dear Magic Words,

The year is over, and I'm forced to admit that the comics industry continuously held my interest. In a year in which entertainment was severely thinned (Thanks, baseball! Thanks, hockey! Et tu, basketball?), the comics medium outdid itself by giving fans not only eye-popping artwork, but (finally!) some compelling storylines, too. In general, comics seem to be rising in all-around quality and effort, although there are always exceptions.

High Points of 1994:

1. Trend toward better stories, not simply eye-catching art and million-dollar covers.

2. Widespread recognition of such high quality black-and-white titles as *Bone*, *Wandering Star*, *Strangers in Paradise*, and *Starchild*.

3. Development of a plethora of comic book-related projects in the movies and on television.

4. Frank Miller's gusty and provocative keynote speech at the Diamond Retailer Seminar.

Low Points of 1994:

1. Demise or impeding death of Innovation, Majestic, Axis, Triumphant, Defiant, and Lightning.

2. Continuous increase in cover prices from almost every company.

3. Marvel's greedy attempt to monopolize the industry by saturating the market with an endless number of titles, jack'ng up the price of its most popular titles, and putting out a new card set every month.

4. A new web of lawsuits that may stall the production of the Spider-Man movie once again.

Best Comics of 1994:

1. *Marvel's* mini-series. Simply the best since *The Dark Knight Returns* and *Watchmen*.

2. The aforementioned B&Ws. These comics speak for themselves.

3. *The Incredible Hulk*. Who'da thought the Hulk could be so fun to read?

4. *Flash*, especially issue #91. An impressive study of the Flash's power, and I gotta admit I get a kick out of watching Flash tutor a kid who's not only faster than him, but hyperactive, too.

Worst Comics of 1994:

1. The *Northstar* mini-series. Why would Marvel do any kind of a series about Northstar, then ignore the issue of him being gay? That's the only legitimate reason to make a series about this guy! Think about it, Marvel: BIG time publicity=BIG time controversy=BIG time sales. Cha-Ching!

2. *Green Lantern* #48-#50. In a year of trying to right continuity, DC makes perennial good guy Hal Jordan a cold-blooded killer!

3. All the *Venom* mini-series. Is anyone else sick of mini after mini of this "I can't decide if I'm a villain or hero" character?

4. *Choose-your-adjective Spider-Man*. Lifeless. Remember when Spider-Man had a human side that we all loved, laughed about, and cried for?

Wish List for 1995:

1. Collectors will stop buying 90% of

Spawn © & ™ Todd McFarlane Productions

WHODUNNIT?
HOW THE FRAG WOULD I KNOW?
Alan Grant
Val Semeiks
John Bell
LOBO P.I.
A two-fisted five-parter!
Starting February in the monthly!
© 1994 DC Comics. All Rights Reserved.

the crap Marvel is dumping on the market, dealers will stop ordering 90% of the crap Marvel is dumping on the market, and Marvel will cancel 90% of the crap it is currently dumping on the market.

2. Collectors will spend all that extra money on more engrossing comics from smaller publishers that dealers are finally able to invest their money in, and the industry will flourish to untold heights with the shift in revenue, ushering in a new Golden Age. And *Bone* goes monthly.

How to make *Wizard* better in 1995:

Hire myself to write a piece in *Wizard* every month. Just a little piece? Guys?

Dane V. Hill
Charlottesville, VA

That's twice I've heard it now. I just may have to start reading *Bone*, *Wandering Star*, and *Strangers In Paradise*. And again with the Marvel-bashing (justifiably so in the *Northstar* area), despite the fact that Dane lists *Marvels* and *The Incredible Hulk* as two of the best titles in '94. Hmmm...

Dearest Wizard,

In regards to your request in issue #39, my thoughts on '94 and my wishes for 1995

The Good: Bruce Wayne taking back the Knight (Get it?); the "Emerald Twilight" story and end result; allowing Nightwing to be Batman for a while; adding yet another X-title to the Marvel lineup; giving Jim Aparo a full-time job drawing *Green Arrow*; and *Wizard* covers.

The Bad: The *Spawn/Batman* story, the "climactic" ending to KnightsEnd; the *Batman/Spawn* story; whatever they're doing to Superman (Is he dead or alive?); whatever they're doing to Spider-Man (Is he real or a clone?).

My 1995 Wish List: Nightwing in his own ongoing series; a rematch between Batman and Bane; Spawn comics in stores on time; and Robin, Superboy, The Ray, and Damage teaming up against a Girl Scout troop, with the winner getting all the cookies!

That's it. See you in 1995, and I hope '94 was as good for you as it was for me.

Chip Moore
Frankfort, KY

Dear Wizard,

As for *Wizard* in 1995, there are a few things I think you could improve. For almost as long as I have been reading *Wizard*, you guys have been promising a writing department similar to your art departments "Drawing Board" and "Brutes and Babes," but I've yet to see anything of the sort. Get crackin'! And expand the size of *Wizard* Give 'er more pages. If price is an issue, I wouldn't mind paying an extra buck for another hundred pages. It's well worth it

Christopher Roesler
Sparks, NV

Hey, lookee that! We had an Ultraverse writing contest last issue! How's that for quick service?

I'd like to get a regular comic writing contest going, too, but the logistics of doing one are pretty difficult. We need something that's easy for people to participate in, a practical measure of writing ability, and easy to judge. Any ideas out there? We'd love to hear them.

Dear Wizard,

Hats off to Crystal Alicea (Magic Words, #39) for pointing out what a copycat Marvel is, mimicking everything DC does with its heroes. Here's another example: When was the last time you saw a seven-foot tall, highly intelligent supervillain break into the local crazy house, free all the worst criminals that the resident hero had so carefully put there, and then sit back and observe said hero as he tries to cope with them all at once? Sounds kind of like the recent "Power and Responsibility" storyline in the Spider-Man books, which echoes something that went on in one of DC's top stories about a year ago: "Knightfall."

That leads me into my comments about the high and low points in comics in 1994. The previously mentioned "Power and Responsibility" story in *Spider-Man* was my low point. Not only was the basic idea pretty much a ripoff of something DC did—and much better—with Batman, but the story and artwork both sucked, which made the entire thing a big loser in my book.

My high point was the entire Knightfall/KnightQuest/KnightsEnd story arc in the Batman titles. Not only did it get me interested in collecting comics, but it showed me how far comic books have come since my childhood days in the '60s, with an excellent story that also addressed social issues such as child abuse and interracial relations. The artwork was great, and the final chapter in *Legends of the Dark Knight* #63 was superb!

The worst trend in the industry is that there is an overabundance of two things—too many teams of mutants fighting evil, and too many superheroes undergoing life crises all at the same time. The best trend is the maturity and intelligence being shown in many comic stories today, and the superb artwork that has come as a result of Image leading the way.

M. Murray
Niagara Falls, Canada

Thanks for all the picks, readers! And just in case anybody out there is wondering, my personal "Best of 1994" would have to include the whole honkin' Vertigo line, Dark Horse's *Instant Piano* (read it or I'll come to your house and shave your body), any combination of Joe Lansdale with Tim Truman (preferably with Sam Glanzman, as well), and a great Superman book every week for only $1.50.

My "Worst of 1994" includes the asinine killer clown that popped up in *Bloodshot* #19, anatomically-impossible comic book breasts, seeing 16 feet of Marvel comics on a rack that look like they're lit up like a Christmas tree, and the *Violator* mini-series.

Dear Wizard,

I read *Wizard* all the time and I have a few questions.

1) Who judges your competitions?
2) Do you ever make mistakes?
3) Who owns *Wizard*?

Paul A.T. Nguyen
Victoria, Australia

I write for *Wizard* all the time and I have three answers.

1) The staff selects finalists for "Letter Art" and "The Drawing Board" and gives them to wacky Arlene So, who has the final say as to who's number one. Trivia contests are determined by a random drawing among all correct entries for the winners, and random-drawing contests involve, simply, random drawings.

2) Yeah, but we usually just cut 'em up into about six different pieces and dump 'em in unmarked graves in Jersey.

3) Until the republic of the working class and economic liberty truly comes about and we can all bask in the warm light of solidarity with our proletarian brothers and sisters, *Wizard* is owned by Gareb Shamus Enterprises.

Steven Winer
Age: 12 Sex: Male
675 Cordite St Apt 28
Farmingville, NY 11738
Likes: *Amazing Spider-Man*, *X-Men*, *Aliens vs Predator*

John Geraghowski
Age: 14 Sex: Male
207 Pryes St.
Pecksville, PA 15452
Likes: *WASC & T.s.*, *Spawn*, *Cybertorce*

Philip Marsch Iles
Age: 14 Sex: Male
492 Stolte Ave
Staten Island NY 10306
Likes: *Silver Surfer*, Lonhold titles, *Cable*

Laurie Sugg
Age: 21 Sex: Female
P.O. Box 9644 c/o APSU
Clarksville, TN 37044
Likes: *Wolverine*, *Uncanny X-Men*, *Mamor*

Noemi Fernandez
Age: 14 Sex: Male
157 Falconridge Gardens N.E.
Calgary, Alberta, Canada
T3V 2R9
Likes: *Spawn*, *X-Men*, *Trencher*

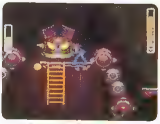
Liz Adams
Age: 13 Sex: Female
6803 N. Chicasnel Ave
Tucson AZ 85718
Likes: *Ultraman*, Superman titles, *Icon*

Clint Gunther
Age: 13 Sex: Male
1319 Ave. Y North
Saskatoon, Sask. Canada
S7L 3L9
Likes: *Savage Dragon*, *Shadowhawk*, All Image titles

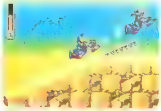
Mh. Uzuls Damiano
Age: 21 Sex: Male
via Ferrni
3 Cogoleto 09126 CA
Sardegna, Italy
Likes: *Sandman*, *Swamp Thing*, *Warblur*

ARE YOU THE HUNTER OR THE HUNTED?

The amazing new CAPCOM G-4 graphics chip makes Mega Man X's duel with the renegade sword an all too real slash-fest.



In the abandoned Replica, it's "X" better go for the head of the Maverick Hunter or get crushed into scrap metal



Take the ultimate ride on the Mobile Attack Cycle and eliminate the Maverick's from behind, where they least expect it

...st when Dr. Cain and Mega Man X thought the rebellion was over, a new uprising is in the works in an abandoned factory. While X-Hunters keep "X" occupied fighting Mavericks, they're devoting every second to collecting pieces of someone or something he thought was long gone. "X" must use the powers he gains from the X-Hunters, and vehicles like his Mobile Attack Cycle, in his all-out battle to end their threat forever. Or face total "X"-tinction.

CAPCOM

AMAZING 3-D REALISM

©1993 CAPCOM. Mega Man X is a trademark of CAPCOM. CAPCOM is a registered trademark of Super Nintendo Entertainment Inc. Nintendo Entertainment Inc. is a registered trademark of Nintendo. Nintendo is a trademark of Nintendo.

Ask the WIZARD

Q: What is the Periodic symbol for adamantium?
—B. Schwaner, Covington, LA

A: *X, I'd imagine.*

Q: Why doesn't Cyclops just wear ruby quartz contact lenses?
—S. Wakner, Valencia, CA

A: That's a pretty good question. So good, in fact, that we went straight to the horse's mouth and called *X-Men* writer Fabian Nicieza over at Marvel, and here's what we got: "Because the force of the blasts themselves would push them out. The lenses are so thick on the glasses in the visor, that it's enough to diffuse it so that it doesn't push it out."

Q: If Daredevil is blind, how did he make his new costume?
—D. Mathews, Cookeville, TN

A: *We're passing the buck on this one to Dean Bailey of Pensacola, FL. Write in and let us know, Dean.*

Q: Are Wolverine's adamantium claws a match for the Ginsu World Class™ steak knife?
—M. Ruggiero, Poway, CA

A: *Wolvie can cut through Iron Man, and still slice through a tomato. So, yeah!*

Q: Now that *Zero Hour*'s over, what is so different about the DC Universe?
—M. Callie, Clifton Park, NY

A: *More Chunky Chips Ahoy™ cookies for everyone.*

Ask the PROS

Hey, Neal Adams...
"Are you ever going to go back to Batman?"
—B. Tarris, Salem, OR

Photo: A. Ortega

Have a question that's bugging the heck out of you and that no one can answer? Heck, the Wizard can answer anything. Just send your stumpers to Ask the Wizard, c/o Wizard Press, 131 Wells Ave., Congers, NY 10920-2064.

Photo: A. Ortega

Dear Wizard,

Just out of curiosity, what does John Byrne snack on? Oh, please quench my thirst for knowledge!

Chris Barton
Fountain Valley, CA

According to Mr. Byrne, "My soda of choice would have to be caffeine-free Coke Classic™, and when it comes to snack foods, I'm a Cheez Doodles™ man."

By the way, this is the last John Byrne culinary question we will accept. So cut it out.

Hawkeye ™ & © Marvel Entertainment Group

Dear Wizard,

About the ten battles that have never been seen article you ran in issue #39, let me tell you that Hawkeye would whup Green Arrow hands down!

Dave Lewis
Canfield, OH

Without a doubt, this is the overwhelming choice for the one battle that everyone disagreed with. But I stand my ground! Green Arrow is much smarter than Hawkeye, and he'd use his wits to his advantage to win.

Dear Wizard Dudes,

In *Wizard* #39 you said that the Hulk was the strongest man in the comic world. What about Superman, Prime, or *Wizard* Editor-in-Chief Patrick McCallum?

Mark Arnold
Marlboro, TN

OK, let me clarify: The Hulk is physically the strongest, Superman has the strongest code of ethics, Prime has the strongest wardrobe of the bunch, and Pat McCallum is the strongest smelling.

Daredevil ™ & © Marvel Entertainment Group

Wise and Almighty Wizard,

In a previous issue of *Wizard*, in the "Wizard Wonders" section, you ask how Daredevil, the blind superhero, knows when he's done wiping his butt. I am proud to announce that in order to keep a sense of reality in the Marvel Universe, I have come up with an answer. Daredevil, having super-hearing, merely wisps his hand by his butt, creating a wind that will create sound waves revealing to him an image, much like a sonogram, of any foulage that still remains. Having years of practice, Daredevil knows what a clean butt sounds like.

If the people at Marvel aren't satisfied with that answer, then I have another. Daredevil does not wipe his butt. He does not care. He is the Man Without Fear.

Dean Bailey
Pensacola, FL

Yowza! And the first Bunny Award for Letter-Writing Excellence goes out to Dean in Pensacola. For showing devotion above and beyond the call of duty to exposing these comic mysteries, Dean will receive the mysterious Bunny Award. What is it? Win one and find out. Keep these cards and letters coming, sports fans, and you, too, could be a lucky winner.

Dear Wizard,

My friend and I thought we'd show some of our creativity and love of Image comics with the following top ten list:

The Top 10 Reasons Image Comics Are Always Late

10: Every issue quality checked by Tony Lobito himself. (heh-heh)

9: Capullo constantly spilling drinks on pages of *Spawn*.

8: McFarlane's mommy wants him home by 9:00.

7: Raging kegger every Tuesday and Thursday.

6: It takes time to rip off Marvel's characters.

5: Sometimes even Liefeld has trouble getting up in the morning.

4: Those damned Marvel saboteurs!

3: Even McFarlane is gettin' tired of Spawn.

2: Constant fighting over the corner office.

1. Two words: McFarlane, diarrhea.

Kevin Flanigan and Chad Vincent
Wenonah, NJ

David Letterman, move over! Kevin and Chad are in the house!

Dear Wizard,

Apple Jacks™ may not taste like apples or jacks and Grape Nuts™ may not taste like grapes or nuts, but I've discovered that Lucky Charms™ do in fact taste like leprechauns.

Nick Miller
Bolingbrook, IL

My only question for you, Nick, is how do you know what leprechauns taste like? Sounds like you've got a social life that's a little more...interesting than mine.

It is with heavy heart that I close this month's Magic Words. I will not be back next month. I'm splitting from the band, because my creative freedom has been suppressed ever since Editor Brian Cunningham started dating Yoko. Nah, that's not it. I'm taking a month off because I've got a lot of things to do (pick my toenails, listen to Tito Puente albums), and I'm falling behind. Hopefully, a one-month break will help me keep my tenuous grip on sanity. Next month, I leave you to the tender mercies of...Doug "Bucky" Goldstein, the original Magic Words guy (and current Wizard Press Production Director), who enjoyed a celebrated run on this column for the magazine's first 11 issues. The scars have almost healed to the point where he thinks he can handle it again. Let's be careful out there, Doug. So, think of me often next month, readers. I'll be thinking of you.

Jim McLauchlin, editor-by-day at our companion publication, Collector's Sportslook, thinks Daryl Hannah just might be the worst actress of all time.

Send your letters to:
Magic Words
151 Wells Ave.
Congers, NY 10920-2064

Enveloping

When you're dropping us a line, show us your drawing skill by doodlin' up your envelope somethin' fancy! Winners this month receive a *Gen*™ #1 signed by Brandon Choi, a *Marvels* #0 signed by Alex Ross, the issue of *Wizard* in which their envelope appeared (signed by the swingin' *Wizard* staff), and a happenin' *Wizard* T-shirt! The creator of the best envelope wins all that cool stuff, *plus* an original Spawn sketch by Greg Capullo, which Greg donated for this contest. (You're the Motts™, Greg!)
(Hey, artists—put your name and address on the BACK of the envelope!)

Neil Gaiman

Will Clark

Jim McLauchlin

Dan Jurgens, Mark Farmer, Ty Templeton

MARVEL COMICS
X-MEN®
GAMESMASTER'S LEGACY™
ON SEGA GAME GEAR™!
The lethal labyrinth of The Pyramids holds a host of deadly surprises for Rogue - and hidden power-ups as well!
Gambit's staff allows him to fight at any distance. Play your cards carefully, especially with Fabian Cortez in town.
Use Bishop to dodge the deadly tornadoes of Sienna Blaze, and take the fight to her.
GAMESMASTERS LEGACY
SEGA
COMING SOON! MARVEL COMICS' X-MEN : CLONE WARS on SEGA GENESIS™

WIZARD NEWS

Compiled by Patrick Daniel O'Neill

MAKE MINE MALIBU

Just in case you've figured out how the October "Marvelution" is breaking down and shaping up, add this to the soup: **Marvel Entertainment Group** has acquired **Malibu Comics Entertainment**.

Malibu was founded by president and now Marvel Comics senior executive vice president, **Scott Rosenberg** in 1986. Malibu commands about five percent of the $1 billion domestic comic book industry, making it—depending on whom you talk to—the fourth largest comic book publisher in the U.S. Home to the popular **Ultraverse** superhero line, the creator-owned **Bravura** line, and licensed books such as *Star Trek: Deep Space Nine*, *Mortal Kombat*, and *BattleTech*, Malibu is headquartered in Calabasas, Calif.

"Marvel liked the state-of-the-art computer coloring group that Scott has developed," said **Terry Stewart**, Marvel Comics president and chief operating officer, "and what it could mean to the upgrading of quality in Marvel comics. We were attracted to the Ultraverse characters, and the organization that Scott had built...partly because, in the future, it will help us launch things like **Excelsior Comics** (the previously announced West Coast-based comics imprint to be headed by Marvel publisher **Stan Lee**).

"Malibu gives Marvel a strong West Coast presence," Stewart continued, "and provides a center of gravity in a part of the country where a lot of freelancers live."

(From left) Scott Rosenberg, Marvel's Terry Stewart, and Spider-Man give thumbs up to Marvel's acquisition of Malibu.

"Malibu's licensed products were appealing, but the characters, the organization, [and] the West Coast location were more compelling," stated Stewart.

As to Bravura: "By definition, these are books by freelancers," he said. "We can't say that we bought into that."

According to the terms of acquisition, Malibu will remain an autonomous subsidiary, free to make its own editorial and product decisions. "In Malibu, Marvel has an alternative voice in the marketplace," Stewart stated flatly. "Scott's business is to be run under his guidance alone."

This does not, however, mean that the universes will never meet. "Marvel and Malibu characters will play with one another," promised Stewart. "We don't want to do it too much, but we want to establish some sort of relationship. You might see a Marvel char-

MALIBU CONTINUED ON PAGE 18

Sean Young spotted on set of Batman Forever. "See? I'd make a great Robin," exclaimed confused actress

Comic fan interviewed at local con. "Us comic con guys get a bad rap. We really do bathe," insisted ill-groomed comic freak

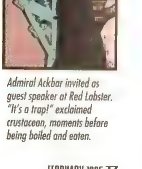
VALIANT GAINS NEW IMAGE

In March 1995, **Voyager Communications**, the parent company of **Valiant**, will officially cease to exist. In its place will be **Acclaim Comics**, named after the electronic gaming company which purchased Voyager in 1994 for a reported $60 million.

The change, however, is far more than in name only. Acclaim Comics will publish three imprints: Valiant, **Windjammer**, and **Armada**. Windjammer will be a creator-owned line and will actually launch in February. Armada will be Acclaim's licensed properties line, launching in March.

In addition to the new imprints, Valiant will remain a superhero line, but will gain a major facelift with arguably the largest influx of talent since the formation of Image Comics in 1992. **Bart Sears** (*Eclipse*), **Dan Jurgens** (*Superman, Zero Hour*), **Norm Breyfogle** (*Prime*), **Paul Gulacy** (*Batman vs. Predator II*), **Jackson Guice** (*Action Comics*), **Ron Marz** (*Green Lantern*), **Mike Manley** (*Batman*), and **Andy Smith** (*Quasar*) have all been signed to long-term contracts, with some being exclusive.

"**Birthquake**" is Valiant's big March promotion, which, according to marketing VP **Marty Stever**, will "reinvent the Valiant Universe." Eight titles will go to a twice-monthly publishing schedule, two will remain monthly,



Admiral Ackbar invited as guest speaker at Red Lobster. "It's a trap!" exclaimed crustacean, moments before being boiled and eaten.

NEWS

MALIBU CONTINUED FROM PAGE 17

acter in a Malibu book within the first months of 1995," he hinted. According to a recent press release from Malibu, that event is happening very soon: Marvel's superhero **Thor** will be appearing in Malibu's ***Godwheel*** mini-series beginning in January, along with a mystery villain. In the press release, *Godwheel* editor **Dan Danko** said, "We aren't saying how long Thor will be staying, but he will be setting into motion the plot points that will wind through the Ultraverse until the end of 1995, leading to other joint Marvel/Malibu projects."

Does this mean Malibu characters could be heading for the House of Ideas? "We don't have plans at this time," said Rosenberg, "but it depends on what happens." However, it was stated in the release that "Thor's appearance in *Godwheel* will have lasting repercussions in the Marvel Universe." It should be also noted that both the Ultraverse and Marvel Universe will not co-exist in one universe.

Malibu creators are generally upbeat about the takeover. "It's not like the Republican changeover in Congress, where they've announced there will be a new policy," explained Harris Miller, attorney and agent to many Bravura and Ultraverse creators. "My clients who are currently publishing books under Bravura are going to be comfortable if **Dave Olbrich** (Malibu's publisher) and his people are in place."

"Marvel has promised us that the integrity of the characters will be maintained," said **Len Strazewski**, co-writer of Malibu's *Prime*

"I'm very confident about the whole thing," said **James Robinson**, writer of Malibu's *Firearm*

"We Ultraverse creators have the same deal," *Hardcase* writer **James Hudnall** posted on CompuServe, "but now we know that Malibu has more money to pursue an aggressive marketing of the Ultraverse. How this will pan out in the long run is anyone's guess, but for now I'm optimistic."

"The fact is," said Bravura creator **Howard Chaykin**, "it's really too soon to call. I'm curious to see who's still working at Malibu in six months, and I'm interested in seeing what Malibu is still putting out after the next six months."

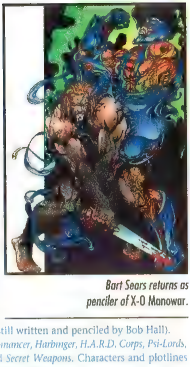
"Malibu now has Marvel's presence to help us make better deals for ourselves and our creators," said Rosenberg. The purchase will not affect Malibu's existing agreements, such as the Columbia Pictures project *Man in Black*, toy deals with Galoob, and trading card agreements with SkyBox. Marvel will distribute Malibu's books, and according to Rosenberg, "We are going to do a lot of coordination with Marvel." However, Stewart clarified, "Coordination does not mean that we'll do the same thing."

"I think it will be business as usual," said **Steve Gerber**, writer of Malibu's *Sludge*, "though, I am looking forward to the Howard the Duck/Mantra team-up."

—Ruth Morrison

VALIANT CONTINUED FROM PAGE 17

and eight will be canceled. The semi-monthly books will be ***Bloodshot*** (still written by Kevin VanHook and penciled alternately by Breyfogle and Sean Chen), ***Eternal Warrior*** (written by John Ostrander and penciled alternately by Guice and Gulacy), ***Magnus: Robot Fighter*** (written by Tony Bedard and penciled alternately by George Seravia and Kevin Kobasic), ***Ninjak*** (written by Jorge González, with art by Manley), ***Timewalker*** (written by popular science fiction writers, with art by Anthony Castrillo), ***Turok: Dinosaur Hunter*** (written by Tim Truman and penciled alternately by Rags Morales and another artist yet to be determined), ***The Visitor*** (written by VanHook and penciled alternately by Bernard Chang and Luke Ross), and ***X-O Manowar*** (written by Marz and penciled alternately by Sears and Smith). The two monthly titles are ***Solar, Man of the Atom*** (written and penciled by Jurgens) and ***Shadowman*** (still written and penciled by Bob Hall).



X-O ™ & © 1994 VALIANT COMICS INC.

Bart Sears returns as penciler of X-O Manowar.

On the canceled list are *Armorines*, *Geomancer*, *Harbinger*, *H.A.R.D. Corps*, *Psi-Lords*, *Rai*, *The Second Life of Doctor Mirage*, and *Secret Weapons*. Characters and plotlines from these titles will continue in the remaining books.

For the Armada line, two four-issue mini-series based on the popular *Magic: The Gathering* card game will be introduced. Both *Magic: The Gathering—The Shadow Mage* and *Magic: The Gathering—Ice Age* will incorporate the game system in each storyline and the first few issues will come with an upcoming *Magic* card.

The Windjammer line debuts in February with an ongoing monthly title, ***Bar Sinister***, and an eight-issue semi-monthly limited series called ***Starslayer: The Director's Cut***, both written by Mike Grell. *Bar Sinister* is a spin-off from his Image book ***Shaman's Tears***, about a group of genetically engineered human/animal hybrids set loose in a world that never wanted them. The art team will be Rick Hoberg (*The Strangers*), Tim Burgard, and Brian Snoddy.

Starslayer: The Director's Cut retells and revises the swashbuckling science fiction series—which was originally published by Pacific Comics (28 issues were also published by First)—re-dialogued by Grell, who also provides some new art, and re-colored by Rob Prior. The first and last issues will be all-new material written by Grell and drawn by S. Clarke Hawbaker (*Nomad*). In April, writer-artist **Neal Adams** debuts his two Windjammer creator-owned mini-series: ***Knighthawk*** and ***Samuree***. It is currently unknown as to how this affects his publishing company, Continuity Comics.

Stever reports that negotiations are under way with two other creators, and that the company is dedicated to expanding the imprint further. Stever points out that Voyager/Acclaim is not downsizing, but restructuring for a changing market, in order to remain vital and fresh.

—Paul J. Grant

COMPUTER COLOR for HOME USE

Aspiring comic book artists and colorists with a Macintosh computer now have the ability to computer-color their work like the professionals, thanks to DS Design's **Colorize 2.0** software.

Colorize was designed specifically for coloring scanned images, cartoons, and other bitmap images, while preserving clarity and high definition. The software automatically traps color as the user paints; trapping can also be added to an image after coloring. Images can be saved as EPS, TIFF, or Photoshop files.

Colorize requires a Macintosh with System 7 and is native for the Power Mac. The list price for Version 2.0 is $495. For more info, contact DS Design, 2440 SW Cary Pkwy., #210, Cary, NC 27513; or call 1-800-745-4037.

Life After BONGO

Having left their positions as editors-in-chief at **Bongo Comics**, publishers of ***Simpsons Comics*** and other Simpsons-related titles, **Steve** and **Cindy Vance** are actively pursuing more comics work—but first, they are helping out a friend, Gary Walkow, on a movie project, which will delay their comics deals for a month or so, according to Steve Vance. Walkow's modern-day film adaptation of Dostoevsky's *Notes from Underground*, the independently produced feature, does not currently have a distribution deal.

"We went straight from the last comic to this, so there hasn't been much of a pause for reflection yet," Vance laughed. "We've gotten calls from a few publishers and we're talking about stuff. Before we got into Bongo, we were freelance graphic designers, and we'll be getting back to doing more of that stuff. All other projects are still in the talking stages."

The last Vance-produced Bongo comic was *Radioactive Man #6*, marking 18 separate issues of Simpsons stories coming from the man-and-wife team, including issues of *Simpsons Comics*, *Itchy & Scratchy Comics*, *Bartman*, and *Radioactive Man*. The Vances' art director/writer Bill Morrison won an Eisner award earlier this year for Best Short Story for "The Amazing Colossal Homer" in *Simpsons Comics #1*.

As for Bongo, Morrison and managing editor Jason Rode will oversee the visuals and writing of future Simpsons comic book adventures, along with Simpsons designer Mili Smythe.

—Patrick Daniel O'Neill

The MARVELUTION Continues

In other Marvel news, the aftermath of October's editorial shake-up continues. Marvel Comics president Terry **Stewart** announced that former editor-in-chief Tom **DeFalco** would be leaving the Marvel staff at the end of the year. "Tom wants to commit himself to a full-time freelance effort," said Stewart. DeFalco has been a Marvelite since 1980, and the company's editor-in-chief for the past seven and a half years. It had previously been announced that DeFalco would be a senior vice president overseeing global operations. He could not be reached for comment.

Marvel has also announced which titles would fall into the bailiwick of each of the new editorial directors. As expected, **Bob Harras** will handle all the X-Men and X-Men-related titles, while **Bob Budiansky** will supervise all the Spider-Man titles, including various Venom mini-series. **Mark Gruenwald** will have a huge group of books, including the "Marvel Classic" books, such as *Avengers*, *Captain America*, and *Thor*; the Iron Man group, including *Force Works*; and the Fantastic Force/Cosmic Powers group, which includes *Fantastic Four* and related titles, as well as *Silver Surfer* and *Warlock and the Infinity Watch*. **Bobbie Chase's** group of books is considered the "Edge" titles, with books such as *The Incredible Hulk*, the Midnight Sons line, the Punisher line, and the 2099 line in her stable. Lastly, **Carl Potts** will have authority over the licensed "General Entertainment" books, including the Disney, Barbie, and Conan titles.

—Ruth Morrison

TANK GIRL™

She's Stylin'

In The Spunk Tank, Hangin' With A Roo Chum.

She's Tank Girl. And she's going to blow away America this March in a mondo motion picture starring Lori Petty, Malcom McDowell and Iced-T as one of the Rippers (half-man, half-kangaroo mutants). Plus, special effects by the FX master, Stan Winston.

And Comic Images presents this futuristic femme fatale in a sensational 90-card series of dazzling stills from this much-anticipated futuristic action/adventure flick. A flick with a monster multimillion dollar ad and promotion budget.

Tank Girl and her life-on-the-edge attitude will soon be rolling your way.

It pays to make friends with her.

- Spectacular 90-card series.
- Contains shots from the film & the Deadline Publications' comic.
- 6 MagnaChrome™ comic art chase cards.
- Major movie and promotional tie-ins.

COMIC IMAGES

©1995 United Artists Pictures Inc. All Rights Reserved. Item No. 49,000

NEWS

EXTREME Announces "NEW ORDER"

Despite previous announcements, **Rob Liefeld's** Extreme Studios, whose books are published through Image Comics, has altered its future plans. Instead of only releasing four titles, Extreme's plans following this January's "Extreme Sacrifice" crossover call for an array of new titles, and a roster of top industry writers who will chart the course of the lineup's **"New Order."**

The New Order will also signal a new synergy between Liefeld and Image co-founder **Jim Valentino**, who takes over as the regular writer on Extreme's flagship title, ***Youngblood***.

Leading the pack of new ongoing titles is ***Prophet***, the popular character who, under the pencil of newcomer **Stephen Platt**, will launch a new #1 issue of his solo series. **Chuck Dixon** (*Detective Comics*, *The Punisher*) will write the book.

Jo Duffy (*Catwoman*) will handle the writing chores on another female headliner, ***Glory***, which features the character who fought alongside Youngblood's Die Hard during World War II. The artwork, as announced, will be by *Wonder Woman's* **Mike Deodato Jr.**

Glory will also appear in ***Brigade***, which becomes an Avengers-style book featuring an all-new lineup under the direction of veteran writer **Marv Wolfman** (*The New Titans*) and artists Anthony Winn and Mario Alquiza. In addition to Glory, the new Brigade roster includes Liefeld's Troll, Roman, and Supreme, Valentino's ShadowHawk, and Erik Larsen's Vanguard.

Supreme, by Gary Carlson, Cedric Nocon, and Norm Rapmund, will careen toward the events depicted in *Supreme* #25, while ***The Legend of Supreme***, from writer **Keith Giffen**, will reveal key elements from Supreme's past

On the mini-series front, acclaimed writer **Alan Moore** (*Violator*) will script a ***Badrock/Violator*** mini which pits the hellion against Extreme Studios's most popular Youngblood character ***Bloodstrike***, starring Extreme's one-man strike team, will continue to be handled by Robert Napton and Karl Altstaetter. Also continuing in the wake of "Extreme Sacrifice" is ***Newmen*** by Eric Stephenson, Todd Nauck, and Larry Stucker

Knightmare is one of four new characters featured in Extreme's New Order.

Also in the New Order spotlight are four Extreme titles, including a pair of brand-new characters: ***Knightmare***, from artist **Marat Mychaels**, which tells the story of a Mafia hitman who discovers his crime family's plan to use nuclear weapons against the American government, and ***Mark 5***, from writers **Tom and Mary Bierbaum** (*Legionnaires*) with Todd Nauck and Danny Miki, in which a talisman of power in the battle between Order and Chaos falls into the wrong hands to create a new hero. In the spring, creator Dave Cockrum's **Futurians** return to comics, this time by writers Giffen and Stephenson, and artist Mychaels; plotter Giffen will update the heroes and integrate them into Image continuity. Also slated for spring is a **Badrock** ongoing series by Liefeld and Stephenson

As for the previously announced Liefeld-**Jim Shooter** collaboration for future issues of *Youngblood*, Extreme editor Stephenson said that the studio has been unable to reach him, and is hoping they can work together at some point in the future, but "right now, we're more than happy with the team we've got."

—Andrew Steven Harris

COMPANY UPDATES

ARCHIE COMICS
In the aftermath of the "Love Showdown," involving Archie, Betty, and Veronica, the victor, Cheryl Blossom, gets her own special in February.

BLACKOUT COMICS
Debuting in March is *Lady Vampire*, a two-issue series about an immortal female, by Bob Berry...In April is *Ms. Cyanide & Ice*, a three-ish series about a pair of detectives who try to stop global domination.

CALIBER PRESS
All of Kabuki's previous one-shot appearances will lead up to her *Kabuki: Circle of Blood* mini-series starting in January. In this one, she continues to keep the Yakuza in check and politicians honest.

CHAOS! COMICS
In February is *Lady Death: Between Heaven & Hell*, where Lucifer's former sweetie Purgatori, another Bad Girl, will be introduced. This issue's by regulars Brian Pulido, Steven Hughes, and Jason Jensen.

DARK HORSE COMICS
Expect a new name and facelift for Comics' Greatest World in April, which will be spearheaded with *Ghost* #1 that month...Len Kaminski will begin writing *The Machine with #7*, which ships in early summer...Also relaunching is *Barb Wire with a #1 in May*; Jo Duffy writes it and Andrew Robinson draws.

DC COMICS
Steven Grant and Mike Zeck, the team that produced the first *Punisher* mini-series for Marvel, are doing the two-part "Criminals" story in *Legends of the Dark Knight* #69-70 for February. The story has bats going undercover in a prison.

ENTITY COMICS
Joel Orbeta has been selected as the artist of the all-new *Zen Intergalactic Ninja* series slated for March.

IMAGE COMICS
WarBlade: Endangered Species, the four-issue mini-series teaming WildStorm's Warblade and Top Cow's Bigclaw, begins in January. The first ish, which originally had a price of $2.95, has been reduced to $2.50.

LIGHTNING COMICS
Vengeance of Dreadwolf #1, which ships in February, reveals the origin of Dreadwolf's curse.

MALIBU COMICS
The 13-year-old stuck with Prime's powers, Elven, will gain her own mini-series in February courtesy of Len Strazewski, Aaron Lopresti, and Hilary Barta...The *Star Trek: Deep Space Nine—The Maquis* five-ish mini-series will serve as a bridge between Malibu's *DS9* comic series and that month's ongoing *Star Trek: Voyager* series.

TEKNO•COMIX
Shipping in March is *Neil Gaiman's Wheel of Worlds—The Zero Issue*, which provides background history for Gaiman's *Mr. Hero* series. The issue will also introduce Lady Justice, a force of justice embodied by a mysterious woman, and Adam Cain, an eternal wanderer who may be mankind's last hope.

TOPPS COMICS
The Frankenstein-Dracula War #1 (of 3) starts in February, as both fight for supreme power in Europe.

VALIANT
Valiant's first computer-colored title will be *The Visitor*, starting with the first issue. According to Valiant, the company is moving towards more computer coloring in the future.

VEROTIK
The 56-page *Death Dealer #1*, starring Frank Frazetta's iconic figure from his famous 1973 painting, will ship in February, by Glenn Danzig and Simon Bisley.

WARP GRAPHICS
Steve Blevins becomes the new regular artist on *Elfquest: Hidden Years #19*, which ships in late January.

HANES HEARKENS Back to Classic Caniff

A "natural successor to *Terry and the Pirates* and *Steve Canyon*." A "grown-up *Terry Quest*." Those are just some of the descriptions applied to Rob Hanes, star writer/artist Randy Reynaldo's ***Adventure Strip Digest***

Reynaldo, a great fan of classic adventure comic strips such as Milt Caniff's *Terry and Crane's Wash Tubbs and Captain Easy*, initially developed his globe-trotting hero for *Rob Hanes #1*, a self-published title that received little attention in 1991. It reverted to no-press, mail-order-only status as *Adventure Strip Digest* (vol. 1) for five issues, and now Reynaldo has decided the time is right to back into the direct market.

But why did a 32-year-old comics creator, born two decades after the heyday of this style of comics, decide to do an adventure strip? "The topicality of it always appealed to me," Reynaldo replied. "When I read *Terry and the Pirates* or *Steve Canyon*, I always liked the connection to the real world and current events. I think it made it very immediate and created a sense of urgency for the reader. That's what I want to do with Rob Hanes."

Reynaldo plans to produce three issues a year, with the second issue due in January. But he said the work will not stand still. "I want to make the layouts more dynamic. In the first issue, it's a fairly straight-forward grid, but the second and third issues will have more dynamic page designs," he [illegible]. "I also still think I'm a little too [illegible]ented. I go from A to B and I kind [illegible] to that. I'd like to focus a little more [illegible] and develop the supporting characters as well. I like doing short back-up [illegible] that create opportunities to showcase [illegible]racters and use a little more humor."

—Patrick Daniel O'Neill

Adventurer Rob Hanes is back in his own comic.

THE FLORIDA COMIC BOOK MEGA-CON HAS IT ALL!!!

✔ The HOTTEST ARTISTS

✔ The HOTTEST WRITERS

✔ GREAT GIVE-AWAYS

✔ AWESOME WEATHER

And Oh Yes... COMICS

March 25 & 26, 1995
Orlando Expo Center
500 West Livingston - Downtown Orlando

A Skyline Promotions Event (407) 426-7745

Go, Joe! But Where?

Despite a confident announcement by Extreme Studios honcho **Rob Liefeld**, it seems that the adventures of America's favorite toy soldier, **G.I. Joe** are not yet definitely moving to the pages of an Extreme-produced title.

Word leaked out in October that Extreme did not have the license for the Hasbro line of action figures locked up and that other publishers were also discussing a possible deal for the venerable fighting men. Actually, Hasbro says the toy line is now being handled by its Kenner division, negating earlier reports which state that the entire G.I. Joe line is being discontinued.

Until recently, one of the publishers competing with Extreme for the G.I. Joe rights was **Top Cow Productions**, the studio owned by Liefeld's imagemate, Marc Silvestri. In November, however, Top Cow spokesman **Brad Foxhoven** told *Wizard*, "We've dropped out of the negotiations for G.I. Joe. We've decided to take our own toy line elsewhere, and that meant a change in our prospective relationship with Kenner."

On the other hand, Extreme's **Matt Hawkins** was quite positive that, despite Liefeld's possibly premature announcement, his studio was first in line to acquire the G.I. Joe license. "We're still in the negotiation phase with Hasbro, and I don't think there's anyone else pursuing it," he said. "Hasbro was pretty confident about going with us. Rob was just letting people know what he was working on."

Still the manufacturer of G.I. Joe isn't talking—at least, not much. In mid-October, Kenner spokesperson **Cricket Newman** promised an announcement before the end of November. "We're in discussion with other publishers right now. There's no sense in saying who at this point. If you can wait six weeks—at maximum—I'll give a solid answer. There's no point in speculating, when the real answer is that close." As of press time, there was still no announcement from Hasbro/Kenner.

—Patrick Daniel O'Neill

DARK HORSE Paints It BLACK

The cover to Colors in Black *#1*

Colors in Black, a four-issue, full-color, monthly mini-series in which a variety of creators explore the often controversial and always difficult areas of race and race relations, will serve as the centerpiece of **Dark Horse Comics's** Comics from Spike imprint when the first issue ships in March.

Comics from Spike is a joint venture between Dark Horse and film industry iconoclast **Spike Lee**, designed "to bring new voices into comics, voices which are different and thought-provoking," according to Dark Horse brand manager for licensed books Chuck Matthews III. "The book is a reflection of Dark Horse's commitment to producing the most diverse line of quality comics in the industry."

Colors in Black, according to creative director Scott Tolson, will try to provide some answers to Rodney King's famous question: "Can't we all just get along?" "Our intention is to tell stories which reveal how we are all alike and yet, all dissimilar, and how the things which make us dissimilar are in fact our strengths, those aspects which make us individuals," Tolson explained. "We may not all want to get along, but we all have to get along, so why not try to get along?"

Most of the primary creators involved are relatively unknown to the average comics reader. Tolson has done some work for Caliber Press in the past; writer Brian McDonald and artist Wayne Cash produced the acclaimed *Harry the Cop* for Slave Labor (McDonald also wrote an issue of Milestone Media's *Hardware*); writer Jason Lamb's "The Bad Rap Song," which serves as the introduction to the anthology in the opening issue, will be his first published work, and art director Greg Simanson is also new to the industry.

Among more familiar names involved with the project are writer Sarah (*Black Canary*) Byam, whose "Larry Can't Wash It Off" appears in *Colors of Black #2*, and artist Christopher (*Enemy*) Schenck, who illustrates Lamb's "The Red Hot Pizza Girls" in the initial issue.

—Jack Curtin

ROBERT BLOCH Dies at 76

The passing of author **Robert Bloch** on September 23 brought the curtain down on the Golden Age of supernatural horror fiction. Though best known for his book ***Psycho***, which Alfred Hitchcock filmed in 1960, Bloch's award-winning stories, teleplays, and screenplays were regarded as trendsetters.

Born in Chicago in 1917, Bloch developed a childhood affection for imaginative fiction. He became a protégé of author H.P. Lovecraft, whose tutelage resulted in Bloch's selling his first story to *Weird Tales* magazine at age 17.

"His writing was unique," said **Julius Schwartz**, long-time editor at DC Comics and Bloch's agent until the 1940s. "I was editing the Golden Age ***Flash*** and I asked Bob to write a story. It's the one-and-only superhero story he wrote, and it was really weird. But when we did a collection of the greatest Flash stories ever told, I insisted that his story [be] included."

Bloch's stories and scripts were seen on TV shows like *Alfred Hitchcock Presents*, *Thriller with Boris Karloff*, and the original *Star Trek* (the episodes "What are Little Girls Made Of," "Catspaw," and "Wolf in the Fold").

A number of Bloch's stories are being adapted to comics by veteran artist Marie Severin for Aardwolf Publications's *Aardwolf Comics*. The limited edition of *Aardwolf #2* will contain a special tribute to Robert Bloch by **Dave Cockrum** and **Gray Morrow**.

—Clifford Lawrence

CAPULLO Apology

In regards to his absence at the Great Eastern Con in Philadelphia on October 22-23, artist Greg Capullo issued this statement:

"To all the fans who attended the Philly show and found I was not present to sign their books, I would like to apologize. Due to circumstances beyond my control, I wasn't able to attend, but I vow to make it up twice-fold at the next possible opportunity."

Capullo's next convention appearance has not been determined.

Kitty Litter!

WHAT A SHOCK!

SPLIT PERSONALITY?!!

'ONE SHISH KABOB, COMIN' UP!

IS THIS LOADED?

They fight, and bite, they fight and bite and fight!
Get ready as Itchy & Scratchy slice, dice, crash and bash their way into your home. This cat's gonna need more than nine lives to survive bazookas, grenades, chain saws and flame throwers
There's more than one way to skin a cat...
So, are you mouse enough!!!???

The Simpsons & Characters TM & © 1994 Twentieth Century Fox Film Corporation Developed by B.I.T.S., Ltd. Nintendo, Super Nintendo Entertainment System, Game Boy and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. Sega, Genesis & Game Gear are trademarks of Sega Enterprises, Ltd. Acclaim is a division of Acclaim Entertainment, Inc. ® & © 1994 Acclaim Entertainment, Inc. All rights reserved.

Acclaim® entertainment inc.

Foolproof AUTOGRAPHS

Steve Stern, creator of ***Zen Intergalactic Ninja***, spent the weekend of September 28 signing copies of his comics at the TeleCard World 94 show in New York City. Not much news there, right? Comic book folks are doing autograph sessions all the time.

But how many put their John Hancocks down with a **DNA pen?**

The special pen, developed by a company called Art Guard, is designed to make it easy to confirm that an autograph is authentic and not a forgery. According to Stern, the pen maker extracts the signer's DNA pattern from saliva or a hair root, replicates it, then infuses it into the pen ink. "If there were ever a time when the autograph was challenged, Art Guard can put the signature under their scanner to prove the match with my DNA," Stern said.

Stern said he was approached by the pen's inventor, Charles Burland of Art Guard, after Burland read about Zen and Stern's promotional efforts for the character. He said Burland realized that Stern was the type of creator who would understand the marketing and promotional benefits of having a virtually unforgeable autograph.

"I am, to date, the only comic book creator utilizing the DNA pen," Stern noted. "I suspect that is going to change, because I think somebody else will read about it and want the same protections I saw in it."

Among others using the DNA pen is **Joe Barbera**, half of the celebrated animation team of Hanna-Barbera.

★

—Patrick Daniel O'Neill

UP AND COMING: *Jim Calafiore*

Some people walk into comic book stardom through the front door. Others hit it through the back door. Jim Calafiore, however, couldn't find the door. Any door.

"I came at getting into comic books from a real odd angle," reflects the artist. "I was real inept. I never hung out with comic book people. I never went to conventions. I didn't have a clue to the workings of the comic books machine."

Calafiore, a veteran of Valiant's *Armorines*, DC's *Aquaman*, and Marvel's *Force Works*, comes to comics from a slightly quirky place. A defender of such oddball creations as Metal Man, Obsidian, and Juggernaut, Calafiore admits to "taking this superhero stuff very seriously," enjoys "doing specific, rather than generic, fish and underwater stuff," and having a pencil style derived from a number of different places.

"I think my style comes from a lot of influences that don't seem to match up," he speculates. "I think I'm moving toward a more contrast style; solid blacks and whites, no hatching and sharper edges."

Calafiore, born, raised, and currently living in various points of New Jersey, was big on such titles as *The Incredible Hulk*, *Uncanny X-Men*, and, again off the beaten track, *Heavy Metal* Magazine. "I've always been big on power fantasies. I was reading *Heavy Metal* at an early age, and it was funny because, at that age, I barely noticed the nude women," he laughs.

Following graduation from the Maryland Institute College of Art in 1985, Calafiore did postcap and design work for ad agencies, but his creative soul already belonged to the paneled page. So, in short order, he was winging missives in the direction of DC and Marvel. "Yeah, I went through the mail, which I discovered is one of the worst ways to go about it. Unless you have a name or you're Moebius dropping fully formed into the slush pile of the majors, you tend to be ignored."

He found favor with Caliber Press, where he wrote and drew the graphic horror book *Progeny*, the three-issue science fiction adventure *God's Hammer*, the seven-issue run of *Camelot Eternal*, and the first issue of a projected three-issue book called *Mr. Trianglehead*.

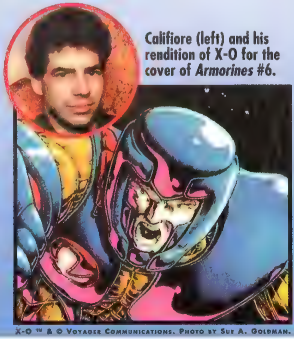
Valiant came calling at that point, and Calafiore kicked off the new association by doing *X-O Manowar* #17-#19. He maneuvered his talents into *Magnus: Robot Fighter* #26, and continued to work on that title through #41. He next worked on *Deathmate Blue*, *Rai* #17-#19, and *Armorines* #0-#7 and also #9. He then stepped up to the DC and Marvel plates with *Aquaman* (vol. 3) #5, Marvel's *Force Works* #9-#12, and has War Machine and Grifter pin-ups in the pipeline.

Calafiore sees more *Aquaman* in his future, which is just fine with him. "I'm one of the few people who comes from the independents who take superheroes seriously. I like superheroes if they're done well, and I'm happy to be paid for doing them."

Serious is Calafiore's watchword when it comes to doing the deed. But he does manage to see a spark of humor in it all.

"It's wild to think that I'm sitting home, getting paid to do this. I'm just happy to be sitting home doing something I enjoy."

—Marc Shapiro



Califiore (left) and his rendition of X-O for the cover of *Armorines* #6.

X-O ™ & © Voyager Communications. Photo by Sue A. Goldman.

THE COLD WAR WAS JUST A WARM UP

FURY OF S.H.I.E.L.D.

SPY IT EVERY MONTH BY HOWARD CHAYKIN, CORKY LEHMKUHL, AND MARK MCKENNA.

© 1995 Marvel Entertainment Group, Inc.
All rights reserved.

Art Imitates

Artist Alex Ross on the success of Marvel's *Marvels*, the end of the DC Universe

Life

By Craig Shutt

and why Peter Parker is such a weasel.

The hardest part about being Spider-Man, Alex Ross tells you, is that the mask's eye lenses fog up. Picking up a homemade mask that looks like it was ripped from Peter Parker's head as he swung by, Ross explains how the material blocks Spidey's breath and blows it back into his face, fogging the one-way reflective lenses.

This sort of thing doesn't bother the superheroes drawn by most artists, but it poses a dilemma for the ones painted by Ross. Because Alex Ross's superheroes breathe.

With only a handful of assignments under his belt, Ross exploded into readers' awareness late in 1993 with *Marvels*, the four-part Marvel Comics series created with writer Kurt Busiek. A critical and popular smash, the story combined a distinctive narrative perspective with some of the most realistically painted superheroes ever to appear in a comic book.

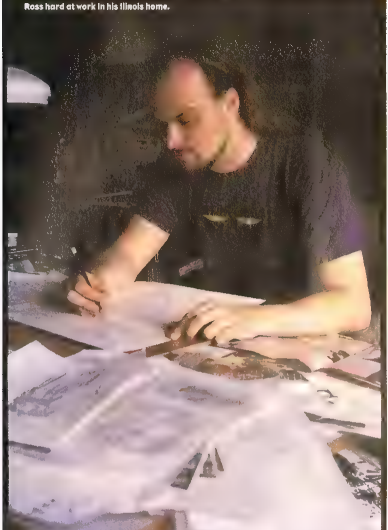
The series caused a sensation in the industry, garnering several major awards and leading to the announcement of a number of offspring. There's the *Marvels II: Seduction of the Innocent* mini-series (which picks up where the first series left off, although from a rookie cop's perspective), a *Marvel: Portraits of a Universe* four-part mini-series (a gallery of fully painted art and full-panel pages depicting classic scenes from the Marvel Universe selected by each artist), and *Tales of the Marvels* (a series of limited series which takes an average person's perspective of the Marvel Universe, a la *Marvels*), although none of them currently involve Ross or Busiek.

"It's bizarre to me that *Marvels* was the first big thing to really show superheroes painted in a way that readers could identify with them," the artist says with a shrug. "It seemed like such an obvious move for a painter to make; I was surprised no one had pursued it. I was thinking, 'It would be so easy to do a painted book of the Justice League—it'd be huge!' It'd have to be! When you show superheroes in a realistic way, you feel like they're flesh and blood. You identify with them."

His catalyst for *Marvels* came from DC's three-part painted *Black Orchid* mini-series by writer Neil Gaiman and artist Dave McKean from 1988. "I felt like they beat me to it, because that had Batman, Swamp Thing, and Poison Ivy," he says. "That was getting closer to what I had in mind [than previous painted comics had]. It was a painted representation of superheroes that wasn't embarrassed to be telling a story about them."

Earlier painters who brought new artistic styles into comics "didn't really seem to like superheroes that much," he says. "I thought that distaste for the material showed through.

DC's superstars never looked so good.



Ross hard at work in his Illinois home.

PHOTO: CRAIG A. SMITT

in the work and was [the reason] why the comics only worked up to a certain point." Ross has no desire to depict grim, moody heroes, he asserts. "I want to show them out in the brilliant sunshine, where you can really see them."

More surprising than this 24-year-old's artistic talent and attention to detail, is the deep respect he holds for the superheroes' heritage. That was made clear by the Human Torch origin story he used to pitch the *Marvels* idea, which first appeared in *Marvel Age* #130 before being collected into *Marvels* #0 and the later hardcover collection.

"I think people need to be reminded sometimes that the Marvel Universe is supposed to be exactly like ours up to the point when the first superheroes began to appear," he explains. "I wanted to deal with the history of that change, and the Human Torch was the beginning of the Marvel Universe in my mind. So he seemed like the natural place to start."

Marvel's superhero genesis holds a strong fascination for Ross, he admits. "The Torch is a very odd character to begin your universe with, don't you think? Especially compared to [DC Comics's] Superman. They were aiming him to be a superhero, but our take in *Marvels* distilled him down to his key element, which was that he's really a creature set loose on humanity."

Despite this somewhat monstrous image, however, the character appeals greatly to Ross on a basic level. "I love purity," he says.

"And the Human Torch is a completely pure concept. Nothing preceded him. He's also pure in being a very simple visual concept. It hits you quickly: he's a man who is not just on fire, but is fire. The Human Torch looks pretty damn scary in person. You wouldn't stand next to him and go, 'Phht! Nice outfit!' You'd want to get the hell away! He's frightening."

Ross cherishes many of those original 1940s concepts. "Dr. Mid-Nite was the first blind hero, the Shield was the first patriotic hero," he ticks off. "None of those characters are based on others. The editorial hatred at DC toward [the Justice Society of America] is a really disheartening thing to see. Some people [within DC] really wanted those characters—and what they represented—dead. That's a little worrisome. I'm hoping it's a cycle, and someday people will be ready for the purity of the JSA again."

The argument that such characters are too old to be superheroes leaves Ross unmoved. "Superhero companies don't believe readers want to read about a superhero who isn't of their own generation, yet they're dealing with an audience going from five to 35 years old or older," he counters. "In every facet of America, especially in comics, we seem to be obsessed with youth. Characters can't age beyond a certain point."

Part of that derives from artists not wanting to deal with anything or any age group they are unfamiliar with, he says. "I don't want to limit myself that way. I want to find the specialness in the older generation of characters."

That love for older heroes will be made clear when *Kingdom Come*, his next project, begins appearing sometime in early 1996 from DC Comics. Written by Mark Waid from a concept by Ross, the four-part, fully painted series will examine the entire DC Universe 20 years in the future. It will give at least a glimpse of how "every conceivable major character" has changed by then, and focus on a pivotal event that brings them together. (For more on this project, see the sidebar.)

"The great thing is that as an Elseworlds story, it lets me play with thoughts I'm having about what would happen as the characters get older and how they'd relate to their grown-up children," he explains. "One thing I'm looking forward to doing is drawing the lines on these guys' faces."

Ross finds the replacement of heroes due to age an intriguing concept: "I realize it interferes with the modern interpretation of the Greek myths—there's only one Zeus, right? But maybe we could be reading [about] our third Batman and not have lost a single reader if they had replaced him realistically over time." The current surge of young heroes shows that companies are realizing the need for new heroes, he adds, but it's a process that should have come gradually through the years, instead of all at once.

Such historical reflections from a man just a few years out of art school results from several early influences, notably his siblings and a key book. Ross was born in Portland, Ore., but moved with his family to Texas when he was six. "I never forgot I was a northern boy," he laughs. "It's a whole different culture down there."

His father, a Protestant minister, and his mother, a fashion illustrator, have been married more than 40 years. They grew up in Chicago and now live there, few miles from Ross

I showed an interest in pretty early on. And when I say I showed an interest," he laughs, "I mean I did. Since I was about three years old, I was always drawing."

Mostly, he drew Spider-Man. Ross's introduction to the character came via PBS-TV's *Electric Company* educational program. Noting that interest, his parents bought him some copies of Marvel's *Spidey Super Stories* comics, based on the program. His horizons expanded somewhat when he snuck a peek at the comics being read by his two sisters and brother, all 10 to 15 years older than him. While he was reading *Spidey Super Stories*, they were buying books like the renowned racy underground comic, *Zap*, he says. "So at age four, I was seeing the work of [Victor] Moscoso and all those others. It was a pretty good range of things to see."

Another key influence came from the book *Comix: The History of Comic Books in America* by Les Daniels. Published in 1971, the book opened Ross's mind to what had gone before. "It covered everything from the birth of comics through the undergrounds, with everything in between," Ross says

If superheroes walked the Earth...is *Marvels* the most "realistic" comic book ever? Judge for yourself.

THY KINGDOM COME

***Kingdom Come*, now being penciled and painted by Ross from a script by Mark Waid, focuses on a possible DC future 20 or so years hence. "It's never going to happen," Ross admits, "but DC's future could look like this. You'll get my commentary on how all the main characters might have gone." It also will include at least a glimpse of "every conceivable major DC character from the past 30 years."**

The story focuses on how the heroes have matured and changed through the years. Superman, for instance, has retreated to seclusion because he feels crowded out of the superhero picture. The Flash has turned Keystone City into a well-patrolled paradise, Green Lantern has set up a floating Emerald City to protect Earth from invading aliens, and other heroes have turned their attention to impacting their own personal worlds.

That changes when a stunning event forces every hero on Earth to choose sides and go to war. Ross reveals. As with *Marvels*, the story will be told from the viewpoint of an outsider, who sees the armies of characters coming together in a war to end all wars. Each character will make his or her decision based on his or her own personality, although many of those details will be left to the reader's imagination.

"There's going to be a lot more upfront action in this than there was in *Marvels*," Ross promises. "But it will have the same thoughtfulness and respectful concept to it. I want to present some of these great legends at the age they really should be and deal with some of their kids." Those children include Speedy's daughter, Donna Troy's son (who won't be Lord Chaos), and Nightwing, who resumes the Robin mantle as an adult.

Other characters will be shown as having aged, including Batman, Green Arrow, and Superman—but not Wonder Woman, who, after all, was created from clay, Ross points out. Captain Marvel will be featured prominently, "and I'll treat him with the respect I think he deserves," he promises.

"I'm in the most glorious position for a fanboy ever to be in," he gloats. "I can redesign every character I want to, age them 20 years, or leave them the way they are and say that someone else is wearing the costume."

Ross created a 40-page outline, which Waid is following to craft the final story. "From our initial meeting, I could see I was going to be in good hands," Ross says. "I'm still doing everything I wanted to do, and anything that's been changed is better. I'm very happy with it."

Although similarities to *Marvels* exist, including the four-part, 48-page prestige format, Ross sees the story from a different angle. "They're like bookends," he explains. "*Marvels* is sort of like a first-hand look at the beginning of a superhero universe. *Kingdom Come* provides a first-hand look at the end of one."

—Craig Shutt

Ross didn't plan to graduate art school and become a comic artist. "I thought I'd end up doing some kind of storytelling, be it children's books or what have you," he says. "I kept my mind open to dozens of possibilities, but it was obvious from my sketching at home that I was still focused on comic book-type storytelling."

After graduating from The American Academy of Art in Chicago, Ross spent three years at the Leo Burnett advertising agency in Chicago doing storyboards for commercials. "It was a good job," he says. "The Burnett standard is to have storyboards as photo-realistic as possible. So, I was putting my skills from art school directly into play with no scaling down. It kept me refreshed constantly."

It also taught him a critical skill, he adds. "Advertising art pushed me to illustrate things I wouldn't want to draw otherwise," he explains. "That's the best thing possible to be able to do when you're telling a story. You've got to be able to draw the boring domestic and business situations. It would do any artist good to have that training. You have to push yourself to where you can pretty much draw anything."

His favored medium is watercolor and gouache. "I was trained in oil painting, but it takes too long," he says. "Acrylics will become more popular because they bring something new to comics, but they also are time-consuming."

He turned out 12 pages of *Marvels* artwork a month, he notes. "The only reason *Marvels* came out as quickly as it did was because I had no semblance of an outside life," he laughs. *Kingdom Come* is being produced at a rate of about 10 pages a month, he adds. "I don't want a sense of rushing or of letting it fall short."

Known for his realism and ability to replicate likenesses, Ross most enjoys working from living models and photos. His sun-drenched studio includes such helpful

Ross's depictions of the cover to *Fantastic Four* #1 (opp. left), DC's Golden Age Sandman (above), and Galactus's waxing of the Silver Surfer (right).

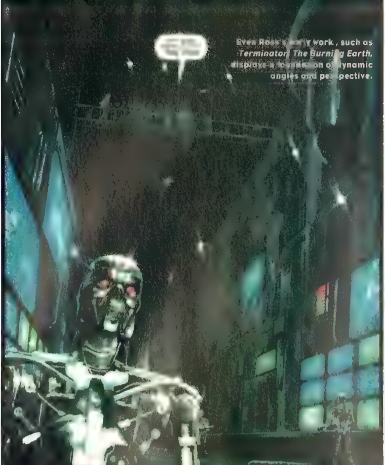
tems as Galactus's helmet, models of a Sentinel and the Silver Surfer, Spider-Man's mask, and a healthy collection of action figures. Books and photo packets are stacked everywhere. "Drawing on my imagination is way too limited of a source to provide the range of people I try to include," he explains. "And when I know the person 'm drawing, it's inspiring. That's fun."

Ross's entry into comics in 1989 came via another Burnett employee who was doing some work for the Chicago-based Now Comics. The introduction led Ross to paint a five-issue mini-series called *Terminator: The Burning Earth* that has been collected into a trade paperback. "I asked if I could paint it, and they didn't really care," he says. But he was thrilled. "I was thinking, 'Wow, this is my first comics art, and it will be painted.'"

That project, completed while still working at Burnett, got him an assignment for Marvel's short-lived *Open Space* anthology series, edited by Kurt Busiek. Although the book was canceled before Ross's pages were published, the connection with Busiek paid dividends. "I was planning to use him as my editorial connection to pitch my *Marvels* proposal," Ross says. But by the time Ross was ready with his sample 12-page Human Torch story, Busiek had become a freelance writer.

In the interim, Busiek helped Ross nab an assignment for the third issue of Eclipse's *Miracleman: Apocrypha* anthology, published in February 1992. "I was glad to get that, because Miracleman was one of my favorite characters," Ross says. That work led in a roundabout Eclipse-Clive Barker-Marvel way to his doing *Hellraiser* #17 for Epic, by which time Ross was working on his comics painting full-time.

During this period, Ross continued working on the proposal that would become *Marvels*. Originally, he planned



Even Ross's early work, such as *Terminator: The Burning Earth*, displays a foundation of dynamic angles and perspective.

a series of unconnected stories about various Marvel superheroes done in his realistic painting style. "I asked Kurt if he wanted to write it for me, and he said, well, no," Ross laughs. "He said it wouldn't sell because there was no concept, just an anthology of unrelated themes." He grins broadly. "Well, he was wrong," he laughs again. "It would have sold. But as one overall story, it was a much finer thing."

Ross credits Busiek with creating the exterior point of view that keeps the heroes at arm's length. "I wanted to do as many superhero images as possible," he admits. "But Kurt wanted the story to focus on normal people. He's the genius who made that work. He made me realize that for the narrative to be effective, you needed to see the real people more. I think the most precious thing that came out of *Marvels* is that different perspective. That's our true contribution."

The feeling of wonder permeating *Marvels* provided a key ingredient, he adds. "No one appreciates the nobility of heroes any more. They're interested in which characters have the biggest guns, the biggest knives, the biggest claws. What kids today are being turned onto is not what past comics generations for the previous 50 years have looked on as being the noble aspirations of superheroes. It's something very new, something cold. Kids are growing up much more cynical than we ever did."

The narrator's changing emotions as *Marvels* progresses is "a metaphor for the fan's disillusionment with Marvel Comics," he says, quoting his collaborator. "If you grew up in the '60s, by the mid-'70s you had to be losing your enthusiasm for the whole thing, especially if you had a feeling for Marvel's history since 1939."

The Marvel Universe, like the mini-series, came to a stop with Gwen Stacy's death, he argues. "Today, [Marvel] seems to focus on giving the illusion of change and growth without actually changing anything," he says. "But from 1961 to 1973, there was a lot of change. There was so much growth in the characters in that period, and I only realized that when I read some of the reprints."

Considering his desire to paint superheroes, it's probably no surprise that his favorite issue was #3, featuring the all-out battle between the Fantastic Four and Galactus. Ironically, Busiek was the one to suggest making it the pivotal battle, Ross says. "I knew as soon as I heard it that it was perfect."

The problem then became painting it. "I wasn't sure I could recreate those Kirby images," he admits. "It wasn't so much that they were really good—Kirby's done a lot better—but he just bowls me over. I was consumed with how incredible this guy was, and how impossible it was to follow him."

Reading the issues (*FF* #48-#50) that the story is based on, together with *Marvels* #3, produces a fascinating experience. "I think that if kids go back and look at the originals, they might say, 'Oh, your version is so much better because it's more realistic,'" he says. "I think you need a broad appreciation of Kirby's work to see why he's so great and why my putting a sheen on it doesn't make it better. It's the line. There's so much energy there I can't capture, because I'm doing it more realistically."

Considering his life-long love for Spider-Man, it's somewhat surprising how the character is held at arm's length in issue #4. But that, too, was by design. "I represented Spider-Man in *Marvels* the way I was introduced to him in *The Electric Company*," he explains. "He never spoke, and you didn't know he was Peter Parker. So in *Marvels*, we never get in-depth contact with him, and he has no dialogue."

The creators intentionally depicted Spider-Man's alter ego as something of a weasel, he admits. "Peter Parker was such a disappointment to me as a kid," he says. "The first time I saw him, I thought there was no way that this square could be Spider-Man! I thought Spider-Man would be cool out of his costume. It took me a while to get adjusted to that."

So deep was his disgust, in fact, that he asked Busiek to keep Parker out of *Marvels* altogether. "Kurt worked out the best cameo. It was so fitting," he says. "My personal distaste for the character came through in Phil [the narrator]."

Ross's work since *Marvels* has focused on a series of posters and magazine covers, including this issue's *Wizard* cover and recreations of the covers to *Fantastic Four* #1, *X-Men* #1, and *Amazing Fantasy* #15 that will be released soon. His only other comics work appeared in DC's *Sandman Mystery Theatre Annual* #1, as a chapter of that book's story done in gray tones. This is, in fact, the story he's proudest of to date, he says.

That may change with the release of *Kingdom Come*, but that's a popularity time-bomb ticking away for the future. "There will be a period before *Kingdom Come* appears where nobody will see me for a little bit, but that's OK," he says. "After as much as I've been seen this year, you could probably do with a break from me. If I were a fan, I'd be a little sick of me."

Craig Shutt, a Chicago-based freelance writer, can't wait for Kingdom Come, *so he can see Roy Harper junk his Arsenal identity and become the Red Arrow, complete with red goatee.*

In Quest™

Gamers Rejoice!

The fastest growing collectibles market today now has its own special publication. *In Quest*, available this January from Wizard Press, features an exclusive cover by renowned *Magic: The Gathering* artist Anson Maddocks, in-depth interviews with top game designers including *Magic: The Gathering* creator Richard Garfield, profiles of upcoming products, a special "Tricks of the Trade" section and an extensive price guide. You'll also receive an incredible Anson Maddocks game card and the chance to win special items autographed by Anson himself.

Coming your way in January from

Wizard Press

The Psychic Hotline!

We found a direct line to the future of the comic world, and are now prepared to uncover our fantastic findings.

This is America, hot dammit, where everyone—including us—wants to get ahead. The "us" in this case being Jim McLauchlin and Andrew Kardon, the bestest buddies in the whole darn world. (Actually, Jim's a Vikings fan, and Andrew's a Steelers fan...but that's a whole other story.) In the comic world, getting ahead means finding out what's going to happen before the other guy. Fortunately for us go-getters, there are groovy publications like *Advance Comics*, *Previews*, and yes, even *Wizard*, that tell us what's coming in the comic realm months in advance. But to know the real juice—stuff that won't be happening for quite some time—that's when we need to appeal to a higher power.

"Higher power" in this case means our friends at the La Toya Jackson Authentic Psychic Network phone line, a presentation of The Zodiac Group of Boca Raton, Fla. To find out what's happening down the road, however, always comes at a price. The price in this case is $3.99 a minute, conveniently billed to Wizard Press. Yeah, like there's any room left on our personal Visa cards.

We were aided in our quest by Dallas, one of the psychics in La Toya's Network. He was using Tarot cards in the Celtic cross-layout, "in addition to my own psychic impressions," he said, to divine his answers.

Lois and Clark:

Things are looking good with Dallas. It seems like this guy knows his stuff, and he can use terms like "Celtic cross-layout." So we posed him the first question. Would the lengthy Clark Kent-Lois Lane engagement ever end with their marriage?

"My cards show a high probability that it will not," Dallas said. Our hearts sank. We were so looking forward to the

ent! What, we demanded to know, could possibly tear these lovebirds apart? One of Supes's old flames? Lana Lang? I gotta be Lori Lemaris. That broad's just a bit too fishy for our tastes.

"It will most likely be a male," Dallas said, "maybe even someone related to Clark Kent. I doubt that it will be one of Clark's old girlfriends, but there will definitely be a negative force that breaks these two apart."

Attack of the Spider-Baby

A bit depressed, we turned our attention to happier concerns. Rumor has it that a newborn bundle of joy will soon be heading the way of our favorite Spider-couple, Peter and Mary Jane Parker. So, we asked Dallas what we could expect.

"No. She is not pregnant," Dallas told us. Again, we were anguished. After all, we were looking forward to a slice of Aunt May's yummy banana cream pie at the baby shower. How is this possible? What about the clues, the hints, the subtlet es-as-subtle-as-a-brick-to-the-head they've been dropping in the Spider-titles? "I think we're dealing with a pseudo-pregnancy here," Dallas said. Maybe Mary Jane's just "almost pregnant."

As to the whole Spider-Clone morass, Dallas assured us that "The man who we all have believed to be Spider-Man for the past 20 years is the real Spider-Man." Apparently, this guy running around calling himself the Scarlet Spider is, in fact, the clone. Whew! Thank goodness the cards never lie.

Back for the Attack!

We had to know about Reed Richards, the venerable leader of the Fantastic Four. It appeared as though he died with his arch-nemesis Doctor Doom in a flash of light, but rumors abounded that perhaps Reed was still alive. Dallas confirmed this. "My cards show over a 90 percent probability that he will be coming back." You mean they'll actually bring a comic book character back from the dead?

"Actually," Dallas interjected, "the cards show that this is all somehow related to a dream. Maybe we all just dreamed he was dead, but he never actually died." Kind of like that whole season of the TV show *Dallas* that turned out to be a dream, right? "Maybe," Dallas (the psychic) chuckled. "What I feel will actually happen is that someone might actually dream him back into reality, dream him back into life, so to speak."

Hmmm. Might Reed's son, Franklin Richards, somehow be involved here? He's got, like, superduper mental powers and might somehow be able to bring daddykins back from beyond the grave. Could be a reason to read *Fantastic Force*, huh? Nah, we didn't think so, either.

Covering All the Bases

We wanted to know not only what was going to happen in comics, but in *Wizard*, too. So, we asked Dallas if we'd break with tradition in 1995 and actually do a cover that didn't feature a Marvel mutant or an Image character. He wasn't quite sure. "I do sense change for your magazine, and it is an outward change, but I'm not sure if that involves changing your covers," he said. "I guess new covers would be an outward change, though."

Change, huh? Well, what sort of change? Will we be fired? Worse yet, might we be forced to work here forever? Even worst of all, might Editor-in-Chief Pat McCallum stop changing his socks? Dallas wasn't sure, so we asked to talk to an even higher power—La Toya Jackson herself. "She's not here," he said. "As near as I can tell, she just owns the line. She just puts her name and face on it and rakes in the millions."

Since we couldn't talk with La Toya, we figured we owed it to all you spiffy fans out there to try yet another psychic hotline. So, this time we called up Joyce Jillson's Astrology line and spoke with the informative, and quite personable, Deanna.

Humility for Hal

We jumped right in and asked Deanna what the deal with Hal Jordan was. Here's

one of the noblest guys we know, who in one quick (though painful) mini-series, *Zero Hour*, managed to destroy DC's entire timeline. Seeing as how Hal was the greatest Green Lantern of all time, we inquired as to whether he'll ever become Earth's mighty protector again.

"Yeah," she replied. And it'll be caused by "an innocent relationship that somehow takes him back. I would assume it's a woman, or a female child, perhaps."

But what about the rest of the DC Universe characters? Will they still hold a grudge against him? The guy did try to kill every one of them, after all. "Other characters will be suspicious of her [the one who brings Hal back]. I think he'll be a little harsh with himself, too. We're gonna see some major humility here." Maybe Jordan'll get one o' those banana cream pies right in the kisser.

1-800-GET-A-LIFE

To tell you the truth, we've never put much stock in psychic predictions. So, before we tried La Toya and Joyce Jillson's lines, we went to a different breed of experts: consumer hotlines. These are staffed with average people who spend about eight hours every day just waiting for someone like us to call and ask them questions. Heck, if it wasn't for us, they'd all be out of a job. So, we felt it was our responsibility—nay, our *civic duty*—to call these people up and ask them what 1995 holds for the comic book industry. Unfortunately, we met with little success.

Gina, over at Oscar Mayer, was unable to tell us if Marvel would ever put out a decent movie. "I don't read comics. Oh, gee, I don't know." She was, however, able to tell us what the hell olive loaf is made of. "Well, it's basically chicken, park, and olives," she said. We told her that's pretty strange, to which she responded, "It's not bad, it's just different tasting." So is gravel, but you don't see us chompin' on a sidewalk!

OK. What about Nestlé? They've got those awesome Crunch™ bars and stuff. And according to Judy, those new Buncha Crunch™ candies are actually made in a cool machine with a wild spin action. And here we thought they just smashed leftover Crunch™ bars to bits with a mallet. As for the next big comic trend, her only response was, "We don't have any comics here." Sigh.

Kathy, over at Nabisco, enjoyed our suggestion for peanut butter Mallomars™. We don't blame her. How could anyone resist such a mouth-sticking opportunity? She let us down, though, when we inquired as to why we got sleepy everytime we read a Valiant comic. "That I couldn't comment on," was all she said.

Our last resort was Purina. They deal with pet food, so they've gotta know all kinds of neato stuff, right? Well, when we told Eileen that Andrew's dog Muffin had been champing down on a *Ninjak #1*, chromium cover and all, her only suggestion was, "I would check with my vet on that one." No concern whatsoever for the wounded condition of that comic, and none for Muffin, either.

While we made some new friends at Oscar Mayer, we got nowhere with our comic book inquiries. So with this route of information gathering kaput, we had no choice but to turn to the pricey pros on them psychic hotline thingies.

Well, if nothing else, now we know what's in Olive Loaf.

- Jim McLauchlin and Andrew Kardon

The Fugitive

We know Hal's off somewhere in the stars (looking for an innocent female, no doubt), but more importantly, where the hell is Alfred? He left his post as head butler of Wayne Manor and hasn't been seen since. "Well, he feels like he has some unfinished business," Deanna told us. "He's in a state of fear, because the law is after him, so to speak. They think he did something wrong, and it was really a setup by one of Bruce Wayne's foes." Maybe the cops think he stole the family silverware. Anyway, fear not, butler fans, Deanna assured us that the Alfredmeister will be returning soon. "He's gonna come back slowly. Maybe one of the stronger women in Batman's past is going to help. It might be that reporter woman, Vicki Vale, because she's got power, being a writer and a journalist."

Dream On

For our final prediction, we asked if the Sandman, from that funky and constantly brain-hurting Vertigo line, was really going to die. And more importantly—who would take his place? "The Hermit!" exclaimed Deanna. "We have a number of things going on with the Sandman here," she continued. "Part of it is, he finds himself in a situation where he thought he was powerful and he discovers he's not. And so he tries to hide that. He goes off into hiding for a while, and they think he's dead, but he's really just embarrassed. He's emasculated." Yeowch!! We hesitate to even *spell* that word.

So, anyway, who's this Hermit guy? "The Hermit," according to our psychic friend, is "someone who knows what's going on. Maybe he's somebody with psychic ability—sort of like a dark magician kind of figure."

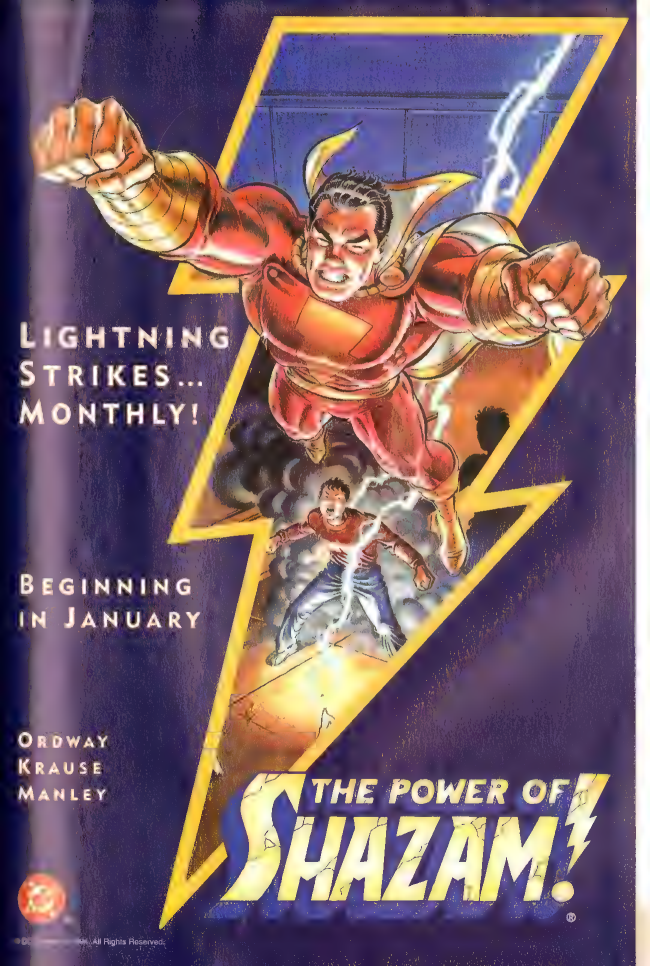
As for our loyal Dream King, Deanna reassured us that he'll be returning in the spring.

So, there you have it. The future of comics. It's too bad we didn't get to talk to that Nostradamus guy. He'd probably predict the demise of the entire comic book industry in 1997. Oh, well, guess we'll have to wait that one out ourselves.

Anyway, kids, it's been fun, and hopefully you've learned a thing or three. Like the fact that all psychics' names begin with the letter D. And that it's really easy to waste $3.99 a minute, as long as you can get some sucker (e.g., Wizard Press) to pick up the bill. ☆

For some reason, Jim McLauchlin, who spends most of his time over at Collector's Sportslook, *has never been able to do the Electric Slide. For obvious reasons, Andrew Kardon, who spends all of his time right here, is praying that he never has to witness Jim attempt such a maneuver.*

ANDREW SPOTS THE ANSWERS TO HIS QUESTIONS...


LIGHTNING STRIKES... MONTHLY!
BEGINNING IN JANUARY
ORDWAY
KRAUSE
MANLEY
THE POWER OF SHAZAM!
© DC Comics. All Rights Reserved.

INOVATORS
THAT?
LIKE PUTTING ON AN OLD GLOVE.
DON'T EVEN ASK ME, TRUD. BUT I HAVE A STRONG FEELING THAT WE HAVE TO HELP THE OLD MAN, CAD-SHAN.
THESPIAN
I FEAR ONE DAY OUR MENTAL LINK WILL BECOME MORE PERMAMENT.
Dark Moon Productions, Inc.
THE TIME IS NEAR...
'BOUT TIME KID. LET'S GO.

1,001 Comic Book CHALLENGE

Read 'em and weep.

Flaming Carrot ™ & © Bob Burden. All other comic books (that's a lot!) ™ & © Their respective owners. Photo by V. Holland.

WIZARD®

1,001 Dalmatians

WHOO-HA! How'd you like to own 1,001 of the best comics of all time? We're talkin' the cream of the crop, the best of the best, the issues that made the comic book medium great! So, what issues do you win, exactly? Hang on to your hat, fanboy, 'cause here we go:

Grand Prize (One winner)

Action Comics #583-#600, #643-#645, *Annual* #1; *Adventures of Captain America* #1-#4; *Alien Legion* (vol. 2) #1-18; *Alpha Flight* #8-#13, #25-#28; *Amazing Spider-Man* #225-#251, #293, #294, #298-#300, #315-#317, *Annual* #13; *Animal Man* #1-#4; *Avengers* #164-#166, #181-#195, #221-#224, #273-#277, *Annuals* #8-#10, #14; *Avengers West Coast* #47-#55; *Batman* #232, #400, #404-#407, #417-#420, #491-#500; *Batman Adventures* #1-#29, *Annual* #1, *Mad Love*; *Batman: Red Rain*; *Batman: The Killing Joke*; *Batman: Birth of the Demon*; *Batman/Grendel* #1-#2; *Batman: The Dark Knight Returns* #1-#4; *Bone* #1-#17 (issues #1-#3 aren't first prints); *The Books of Magic* (mini-series) #1-#4; *Cable* (mini-series) #1-#2; *Captain America* #247-#254, #286-#288, #332-#350; *Concrete* #1-#10, *Killer Smile* #1-#4; *Crisis on Infinite Earths* #1-#12; *Danger Unlimited* #1-#4; *Daredevil* #163, #168-#184, #191, #227-#233; *Daredevil: Man without Fear* #1-#5; *Death: The High Cost of Living* #1-#3; *Detective Comics* #471-#479, #659-#666; *Fantastic Four* #232-#293, *Annuals* #18-#19; *Flaming Carrot* #10, #16, #17; *The Golden Age* #1-#4; *Green Arrow: The Longbow Hunters* #1-#3; *Green Lantern* (vol. 2) #51-#60; *Green Lantern: Emerald Dawn* #1-#6; *Grendel: War Child* #1-#10; *Hawkworld* (mini-series) #1-#3; *Hellboy* #1-#4; *Hulk* #334-#342, #368-#393, #395-#400, #421-#425; *Hulk: Future Imperfect* #1, #2; *Infinity Gauntlet* #1-#6; *Iron Fist* #12; *Iron Man* #118-#133, #200, #215, #216, #225-#231; *John Byrne's Next Men* #23-#30; *Jonah Hex: Two-Gun Mojo* #1-#5; *Justice League* (vol. 2) #1-#6; *Justice League International* #7-#12, #16-#19, #22-#24; *Justice League America* #72-#75; *Justice League Europe* #1-#19, #25-#28; *Legends of the Dark Knight* #11-#15; *L.E.G.I.O.N.* #1-#22, #50; *Legion of Super-Heroes* (vol. 2) #290-#294, *Annual* #2; *Lobo* (mini-series) #1-#4; *The Lone Ranger and Tonto* (mini-series) #1-#4; *Machine Man* (mini-series) #1-#4; *Madman Comics* #1-#4; *Magnus Robot Fighter* #0-#4; *Mars Attacks* #1-#5; *Marvel Fanfare* #1-#4; *Marvels* #0-#4; *New Teen Titans* (vol. 1) #2, #10, #32-#34, #39, *Annual* #2; *New Warriors* #1-#3, #11-#13; *Ninjak* #1-#3; *Phoenix: The Untold Story*; *The Power of Shazam!* hardcover; *The Punisher* (mini-series) #1-#5; *Prime* #1-#10; *Punisher/Batman*; *Punisher War Journal* #1-#5; *Radioactive Man* #1-#6; *Robin* (series) #0-#12; *Saga of the Swamp Thing* #20-#24; *Sandman* #1-#8, #20-#28, #50; *Shadow of the Bat* #1-#4; *Silver Surfer* #34-#50; *Sin City* softcover; *Sin City: A Dame to Kill For* #1-#6; *Solar* #1-#4, *Alpha and Omega* TPB; *Spectacular Spider-Man* #107-#110, #131, #132; *The Spectre* (vol. 3) #0-#26; *Spider-Man vs. Wolverine* #1; *Squadron Supreme* #1-#12; *Superman* #400, #423, *Annual* #11; *Superman* (vol. 2) #1-#22; *Superman: The Man of Steel* (mini-series) #1-#6; *Tales of the Teen Titans* #42-#44, Annual #3; *Teenage Mutant Ninja Turtles* #1-#6 (Not first prints. What, d'yo think we're made of money over here?); *Thor* #337-#367; *UltraForce* #0-#2; *Uncanny X-Men* #129-#147, #150, #161-#167, #172-#175, #268; *Watchmen* #1-#12; *Web of Spider-Man* #1-#32; *West Coast Avengers* (mini-series) #1-#4, (series) #42-#46; *What If?* (vol. 1) #27, #31, #34, #35; *What If?* (vol. 2) #6; *Wolverine* (mini-series) #1-#4; *Wonder Woman* (vol. 2) #1-#3; *X* #1-#9; *X-Men* #1E-#3; *X-O Manowar* #0, #14, #15; and finally, *Zorro* #1-#10. **Whew.**

SO HERE'S THE DEAL: YOU WANT THOSE BOOKS, YOU GOTTA EARN 'EM. WHAT WE WANT FROM YOU IS TO SPREAD THE WORD OF *WIZARD*—AND WE DON'T MEAN JUST PUTTING UP FLYERS IN A COMIC STORE. OH, NO. YOU GOTTA THINK OF SOMETHING POWERFUL, AND YOU GOTTA PUT IT SOMEPLACE WHERE MORE THAN JUST COMIC FANS WILL SEE IT! WE'RE TALKING BANNERS, A MURAL—HELL, A PARADE WOULD KICK BUTT!

TO BE CLEAR, THE MORE ORIGINAL, OUTLANDISH, AND EFFECTIVE (I.E.: MAKING SURE PEOPLE UNDERSTAND FROM YOUR PROMOTION THAT *WIZARD* IS A KICKIN' MAGAZINE ABOUT COMICS) YOUR CAMPAIGN IS, THE STRONGER YOUR CHANCES OF TAKING HOME ALL THEM BOOKS.

ORTANT WARNING: BE CREATIVE, BUT DON'T DO ANYTHING THAT IS ILLEGAL OR ANGERS YOU OR ANYBODY ELSE! IF YOU DO SEND IN AN ENTRY THAT LOOKS LIKE IT N ANY WAY DANGEROUS OR AGAINST THE LAW, YOU WILL BE DISQUALIFIED. DON'T AY WE DIDN'T WARN YA!

The reason why the grand prize isn't 1,002 comics.

SO, AFTER YOU'VE DONE DOING WHATEVER IT IS YOU DID (WOW, TALK ABOUT YER VERB USAGE), TAKE SEVERAL COLOR PHOTOGRAPHS OF WHATEVER IT IS YOU'VE DONE (NO POLAROIDS, AND FOCUS, DAMMIT!), FILL OUT THE ENTRY COUPON BELOW, SLAP IT ALL IN AN ENVELOPE, AND MAIL THE WHOLE THING OFF TO:

1,001 Comics Contest
c/o Wizard Press
PO Box 118
Congers, NY 10920-0118

Move it or lose it, pal—this contest expires on April 28, 1995!

Less Than 1,001-Word Fine Print

No purchase necessary. Contest is open to anyone except employees of Wizard [illegible] immediate families, and whoever it was that decided that the scene [illegible] the novel Jurassic Park where the T-Rex chases the raft down river shouldn't [illegible] in the movie. That was like the coolest scene on the page! Print your name, [illegible] of birth, address, city, state, zip code, and telephone number with area code [illegible] official entry form or a three-by-five-inch index card. Enter as many times as [illegible] wish. Mail each entry along with your funky-fresh photo to 1,001 Comics c/o [illegible] Press, PO Box 118, Congers, NY 10920-0118. No mechanical reproductions will be accepted. All entries become the property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winner. No cash equivalent or substitute prizes are offered. The [illegible] will be awarded in the name of the contest winner and is not transferable [illegible] and where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. Entries deemed by the contest judges to be illegal or dangerous will be automatically disqualified. On and the scene where [illegible] the fat guy) gets eaten! In the book it's like, 1,00,000 times worse. Everyone [illegible] must be received at contest headquarters by April 28, 1995. Wizard [illegible] not responsible for lost, late, misdirected, or mutilated entries. Wizard Press [illegible] a winner based on the creativity, originality, and effectiveness of the [illegible]. All decisions are final. No ands, ifs, or buts. And especially, no whining. The winner will be chosen on May 1, 1995, by Wizard Press.

[illegible] the name of the winner, available after May 19, 1995, send a stamped, self-addressed envelope to 1,001 Comics Winner, c/o Wizard Press, 151 Wells [illegible], Congers, NY 10920-2064, or just keep watching Wizard!

1,001 Comic Book Challenge Coupon

ENTRIES DUE BY APRIL 28, 1995

I am:

NAME (PLEASE PRINT CLEARLY) DATE OF BIRTH

HOME ADDRESS

CITY STATE ZIP

PHONE (DON'T FORGET YOUR AREA CODE)

Steady as Shi

***Shi* creator William Tucci tells his story of success, how it wasn't easy, and why creators should do things their own way.**

by Buddy Scalera

William Tucci is something of an American success story. Like scores of thriving entrepreneurs, he wagered risk against gain...and won. Big time.

Armed with little more than a sketch pad and some good old-fashioned initiative, Tucci ventured into the risky and product-rich arena of comic book self-publishing with *Shi*.

Shi is a classic tale of revenge between power-hungry enemies who struggle for control of Japan. The comic focuses on Ana Ishikawa, a reluctant soldier living in present-day America, bent on avenging the murders of both her father and brother. Ana is a woman torn between her duties as a warrior and her responsibilities as a Christian. In Tucci's words, the story is "a journey of self-discovery for Shi, and also for a lot of other people in the book. [It deals with] the differences—and the conflicts—between the old world and the new."

Shi (Japanese for "death") owes its genuine freshness and originality to penciler/co-writer Tucci and co-writer Peter Gutierrez. Inks by Harvey Mercado-Ocasio and Michael Bair, backgrounds by Nelson Asencio, and colors by Barry Orkin provide further depth and richness to the comic.

Not only did *Shi* have the right formula for survival, but Tucci now sits high atop a venerable goldmine. The low print runs of *Shi* #1 created an unexpected purchasing frenzy this summer among collectors. The first two issues are holding steady on various magazines' "hot picks" lists, a sure sign of success for any comic publisher.

These days, Tucci tells of his role reversal from fanboy at 1993's San Diego Comic Convention to fan favorite at 1994's San Diego con. "It was funny that I was at San Diego [in 1993] looking for a job, and then this past year, it was incredible," he says with characteristic vigor, in his classic Long Island, N.Y. accent. "There were people waiting on line to see me!"

This is a total switch from waiting on line to please portfolio critics, who weren't too helpful. "I guess my style wasn't right," he says. "My mistake was that they would tell me how to draw. An assistant editor at DC Comics would tell me, 'You should draw more like this,' and show me a DC book.

"So I would take the DC book and try to draw like that. But then I was just a clone with another hundred guys waiting on line. So I said the hell with it, and I started to go back to my old way, which is sort of 'fashiony' because of my fashion background. I was a fashion illustrator, too."

Tucci graduated from the Fashion Institute of Technology in New York City with a Bachelor of Fine Arts degree in illustration in 1990. It was during college when he first discovered comics. "I never really read comics growing up," he says. Tucci, whose artistic roots lie in film, music, and Japanese wood block prints, stresses that his formal art training was not specific to comics. "I think it's better to learn [in school] than to copy from other comic book artists."

After college, Tucci served in the National Guard as an Army paratrooper (Yes, he jumped out of airplanes!), with the rank of specialist, and was honorably discharged. Back at home on Long Island, Tucci was like a struggling actor, working to survive. "If there was a job on this Earth, I've done it. From being a bricklayer to installing sprinklers to designing baby clothes—which I did at Macy's—to being a security guard at a dairy," he says.

Fortunately, Tucci's inability to secure a staff position with any large publishers didn't discourage him; it strengthened his resolve to create his own company, Crusade Comics.

With his own company, Tucci had full creative control of *Shi*, but was also saddled with the responsibility of raising the money for its printing, advertising, and distribution. "I'm doing this all on my own. A lot of people don't know I own Crusade. I do the distribution, I do the solicitations, and I take out the garbage. [Some people] think I'm just the artist or something. It's a lot of work, but it's great to be your own boss."

With *Shi* now quite successful, Tucci plans to change its present six-week schedule to a

SHI ™ & © WILLIAM ELLIOTT TUCCI

Goes

monthly one, starting in early 1995, as well as expand his fledgling company. He recently announced that he will be utilizing the skills of celebrated inker Jimmy Palmiotti in future issues of *Shi*.

Tucci and Palmiotti met this year at the *Sandman* display at the Four-Color Images Gallery in New York City and quickly formed a friendship.

"A lot of people mistake *Shi* for a pin-up book, but Bill does his research on the artwork, and that helps make the book a really good read," Palmiotti says. "I'm always behind creator-owned books, and it looked like an opportunity to have some fun."

Tucci was confident he had a good product in *Shi*, but even he did not anticipate the sudden rush of attention he received with his first two issues. He hesitates to attribute this success to the present trend involving certain types of women. "I'm sure *Shi*'s popularity [owes a lot to] the Bad Girl trend, but there wasn't anything *called* the Bad Girl trend when we sold out of #1. It was just [due to] people requesting the book because they felt it was a good book—a good read. We really want to do a lot with this story—we want to keep people's attention, I don't want this book to be part of a fad."

Tucci has big plans for his well-received work, but he is cautious about moving too fast. Tucci and Gutierrez want to firmly establish *Shi* before Crusade branches out with other titles, which they plan on doing later in 1995. Instead, Shi is being negotiated to appear in special inter-publisher crossovers. While Tucci is hesitant to discuss the crossovers, he does say the first crossover, of sorts, is a poster depicting Shi with Tempest and Cyblade, two feisty females from Image co-founder Marc Silvestri's Cyberforce universe, that appears in this issue of *Wizard*.

Tucci stresses that *Shi* was written initially as a film script, so he is pleased with his wide range of opportunities. "I've had three film offers already; a Japanese animation company is interested in it, and people have expressed interest in doing CD-ROM," Tucci says. "I can see it being a film, [but] I want to take things slow. I want to be very careful with it, because this is my life. I don't want to put a third-rate film out that goes directly to video."

As for the future of the comic itself, Tucci states, "There's going to be a lot of action and intrigue, a lot of surprises. We're building up the character base for the whole story, and building up the subplots." Also, issue #5 introduces a new, important female character named Tomoe.

The lead heroine will be doing some soul-searching in the coming months. "Basically, she got involved in a war that started long before she was born, and she really isn't ready to handle something like this," Tucci notes. "She's hunting Arashi right now, but then she will go to the funeral of the men she battled with, and she'll see these grieving widows and children. She's gonna get a whole new outlook on it, and will decide not to become Shi anymore. It's too late, because Arashi is in a revenge mode, and has just hired these Nara warriors to come after her. Now, she's gonna be the hunted, and in reeeeeal deep trouble. She'll have to defend herself, and the Nara warriors will be going after Arashi's enemies as well, [namely] the Italian and Chinese Mafia, and making it look like Shi's doing this." Tucci adds that this storyline, entitled "Way of the Warrior," "is really just the tip of the iceberg of the whole Shi story.

"We're also [beginning] the *Arashi Memoirs*," Tucci notes, "which will be a separate title later in '95, written by myself and Gary Cohn. That will tell the story of Arashi's rise to power, and will be [drawn] by Barry Orkin."

The publisher has definite hopes for Shi's readership: "I'd like to keep the audience growing, and I'd like for people to not look at it as a speculator's book. I'd like a lot more women to read it. I'd also like to teach people things. I think we've got such a great medium here, and there's so much negativity [being put towards comics, in general]—gratuitous sex and violence and stuff like that. I want to do something positive with the medium—take it to its next level, bring something new to it."

Tucci's optimistic, upbeat personality masks his serious desire to market *Shi* successfully. He plans to keep putting his all into the task, for despite all the fanfare he's received, Tucci balks at the suggestion that he is an instant success. "I've been banging at this for a long time," he says. "Thank God, I live in America, where you can do whatever you want. It's the American Dream." ☆

Buddy Scalera is a freelance journalist from New Jersey and claims to have broken all of his ties to the Mafia. He can be seen hosting the television show ComixVision, *which is aired in northern New Jersey*

SHIPPING IN MARCH 1995

HAS VAMPIRELLA MET HER MATCH?

VENGEANCE OF
VAMPIRELLA #12

PASSION PLAY: ACT ONE

SNIEGOSKI
VAN WORMER
WEEMS
COVER BY
CHRIS BERKELEY
FULL COLOR·32 PAGES
$2.95 USA·$3.95 CANADA

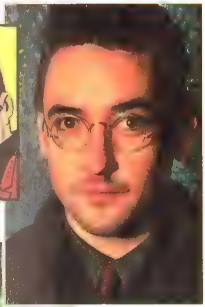
VENGEANCE OF VAMPIRELLA:
BLOODSHED
Sniegoski•Buzz•Caesar•Weems
NEW COVER BY BUZZ
The first three issues of Vengeance of Vampirella that introduced The Danse Macabre and Hemorrhage.
trade paperback•full color
80 pages
$6.95 US•$9.95 Canada

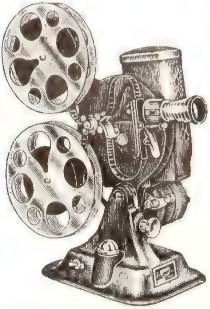
Wizard casts the Spider-Man movie.

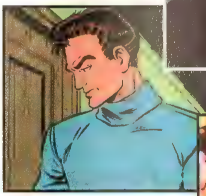
Casting Call 2

Is it us, or have they been promising us a live-action Spider-Man movie for, like, the past decade? And we're not talkin' about anything cheesy, like that god-awful live-action TV show from the '70s. What we mean is something with pizzazz.

Well, screw 'em, 'cause we're not waitin' any longer. What follows is the Spider-Man movie as we see it, cast with the actors we know can pull the job off. First off, the director would be John McTiernan, who directed such awesome action flicks as *Predator*, *Die Hard*, and *The Hunt for Red October* (and *Last Action Hero*, but we won't hold it against 'im). The special effects would, of course, be by the king of special FX, Industrial Light and Magic. As far as who'd get their names up in lights for this extravaganza, well, here's who we were thinkin' about...







PETER PARKER

To pull off the role of Joe-average, Peter Parker, we turn to John Cusack, best known for his roles in *Better Off Dead*, *Say Anything*, and *The Grifters*. We figure he's better than actor Charlie Sheen, who's too much of a heartthrob to play the nerdy Parker. (No offense, John.)

BY A BUNCH OF *WIZARD* STAFFERS

Spider-Man and all characters and artwork shown ™ & © Marvel Entertainment Group

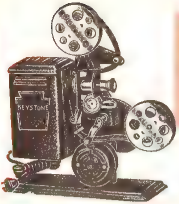
MARY JANE WATSON

The pre-Mrs. Parker would be played by none other than supermodel (and super-awesome) Cindy Crawford (red hair dye optional)

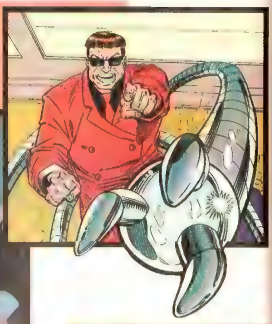
VENOM/EDDIE BROCK

The main villain of the flick, Venom, would be the closest comic-to-big-screen transition when former L.A. Raider defensive end, and current Fox TV football analyst, Howie Long, puts on the symbiotic costume

PHOTO: UPPER DECK SP#132



DR. OCTOPUS
Every movie needs a nutcase mad scientist, and Doc Ock's ours. Who better for the part than slightly nutso-looking Larry Drake, best known as Benny from *L.A. Law*, and as the villain Durant from *Darkman*.



J. JONAH JAMESON
You couldn't even think about doing a Spidey flick without J. Jonah, and ours would be played to a T by Michael Douglas, sporting his buzz cut from *Falling Down*.

ROBBIE ROBERTSON
And Jonah's right-hand man, Robbie, would be played by Robert Guillaume, best known as the lead character in TV's *Benson*

AUNT MAY
Though our first choice was the late Jessica Tandy, Petey's eternal aunt would be played by Katherine Hepburn, best known for just being Katherine Hepburn.

UNCLE BEN
Though he'd get plugged early on in the flick, Eddie Jones, who plays another father figure, Pa Kent from *Lois & Clark*, would be a perfect Ben Parker.

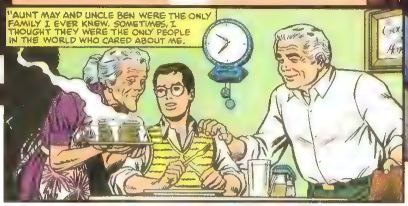


Photo: Danny Feld/ONE (c) ABC, Inc.

BETTY GRANT
Jonah's strong-willed secretary would be played by Dana Delany, known for her role in TV's *China Beach*, the voice of Bruce's girlfriend Andrea in the *Mask of the Phantasm* film, and more recently, the box-office bomb, *Exit to Eden*.

Photo: Courtesy ABC, Inc.

FLASH THOMPSON
Peter's arch-nemesis in civilian life isn't much of a stretch for Bill Fogerbakke, who plays pretty much the same character (though a lot nicer) in the sitcom *Coach*.

Now, tell us you wouldn't go see that flick at least 17 times! So c'mon, you Hollywood weas—er, people, whaddaya waitin' for? There're whole universes out there just full of ideas, all waitin' to be brought to life! ☆

When not trying to figure out what happened to Adam Rich from Eight is Enough, *the Wizard Bullpen spends its time wondering who's hotter: Dana Delany or Teri Hatcher?*

HAVE YOU SEEN US LATELY??
THE DARK
AUGUST HOUSE
Cover by NELSON
GEORGE PEREZ
FOODANG
CHARACTER CARD BY
BART SEARS
BOUND INTO
THE DARK #1
NAFTALI • LIPSTONE
NOVEL • DI SIMI
FANTASTIC FIRST
ISSUE OF
THE DARK
AND
FOODANG!
ONLY
$2.50 EACH
THE DARK
CHARACTER CARD BY
BART SEARS
BOUND INTO FOODANG #1
FULL COLOR
OVERFOIL COVERS
AUGUST HOUSE
FOODANG
THE DARK
AUGUST HOUSE
SAGARA
LASHLEY

WIZARD

Super Street Fighter

OWN THE STREETS...

FEBRUARY 1995

...WITH YOUR OWN SUPER STREET FIGHTER ARCADE GAME! SCREW THE HOME GAME SYSTEMS— THIS BABY'S THE REAL DEAL! HELL, NOT ONLY CAN YOU CUT SCHOOL AND PLAY IT NON-STOP, BUT YOU CAN EVEN MAKE A COUPLE OF BUCKS BY CHARGING YOUR LOSER FRIENDS TO PLAY. HERE'S HOW TO WIN:

SHOWN HERE ARE EIGHT OF THE STARS OF UNIVERSAL'S FILM, *STREET FIGHTER*, OPENING DECEMBER 23RD. TAKE A GOOD CLOSE LOOK, 'CAUSE THESE PEACEBOTS ARE ALSO SCATTERED THROUGHOUT THE RIGHT OF THIS ISSUE OF WIZARD, AND IT'S YOUR GOOD FIND FIND. THEY CAN BE ANYWHERE (COVER, POSTER, FEATURES, PRICE GUIDES, ETC.), EXCEPT THESE THREE CONTEST PAGES (51-53).

AND DON'T FORGET TO CATCH UNIVERSAL'S *STREET FIGHTER* FLICK OPENING DECEMBER 23, 1994, AND STARRING MR. TOUGH-GUY, JEAN-CLAUDE VAN DAMME!

Grand Prize
(One winner):

A Super Street Fighter arcade game! This is it, baby. One of the coolest games ever made, all yours, and best of all, no quarters required!

ONCE YOU'VE SPOTTED ALL EIGHT STREET FIGHTER HEADS, FILL OUT THE COUPON BELOW AND MAIL IT OFF TO:

Street Fighter Contest
c/o Wizard Press
PO Box 118
Congers, NY
10920-0118

Fine Print

[illegible] purchase necessary. Contest is open to anyone except employees of [illegible]izard Press, Universal Studios, their immediate families, and anybody [illegible] where who plays Street Fighter by doing nothing but triple/quadruple-[illegible] combos. DO YOU HAVE ANY IDEA HOW ANNOYING IT IS FIGHTING YOUR[illegible] Print your name, date of birth, address, city, state, zip code, [illegible]ephone number with area code, and the location of the eight Street [illegible]ighter heads on the official entry form, a three-by-five-inch index card, [illegible] a standard postcard. Enter as many times as you like. Mail each entry [illegible] Street Fighter Contest, c/o Wizard Press, PO Box 118, Congers, NY [illegible] 0920-0118. No mechanical reproductions will be accepted. All entries [illegible]come the property of Wizard Press and none will be returned. All taxes [illegible]eral, state, and local, if any) will be the responsibility of the prize win[illegible]r. No cash equivalent or substitute prizes are offered. The prize will be [illegible]warded in the name of the contest winner and is not transferable. Offer [illegible]d where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. That chick playing Chun-Li is a [illegible]mo-babe. All entries must be received at contest headquarters by March [illegible] 1995. Wizard Press is not responsible for lost, late, misdirected, or [illegible]ulated entries. Odds of winning will be determined by the number of [illegible]lid entries received prior to the closing date of the contest. The prize winner will be selected in a random drawing from all properly completed [illegible]ry forms received at contest headquarters. The random drawing will be [illegible]nducted on April 3, 1995, by Wizard Press.

[illegible] the name of the w[illegible]ner, available after April 21, 1995 send a stamped, [illegible] addressed envelope to Street Fighter Winners, c/o Wizard Press, 151 [illegible] Ave., Congers, NY 10920-2064 or just keep watching *Wizard!*

STREET FIGHTER II AND ALL SF II CHARACTERS ™ & © 1995 CAPCOM.
VIDEO GAME PHOTOS COURTESY CAPCOM. M. BISON PHOTO COURTESY UNIVERSAL CITY STUDIOS INC.
ALL OTHER CHARACTER PHOTOS BY JIM TOWNLEY, © 1994 UNIVERSAL STUDIOS.

Official Street Fighter II Coupon

ASIDE FROM FILLING OUT THE PERSONAL INFO, DON'T FORGET TO LIST WHAT PAGE NUMBERS YOU FOUND THE STREET FIGHTER HEADS ON! OH, AND YOU'D BETTER MOVE IT—THIS CONTEST EXPIRES MARCH 31, 1995.

I am:

NAME (PLEASE PRINT CLEARLY) DATE OF BIRTH

HOME ADDRESS

CITY STATE ZIP

PHONE (DON'T FORGET YOUR AREA CODE)

BLANKA SPOTTED ON PAGE # CHUN-LI SPOTTED ON PAGE #

CAMMY SPOTTED ON PAGE # SAGAT SPOTTED ON PAGE #

M. BISON SPOTTED ON PAGE # GUILE SPOTTED ON PAGE #

RYU SPOTTED ON PAGE # ZANGIEF SPOTTED ON PAGE #

A NEW HOPE

Dark Horse Comics leaves its mark on the *Star Wars* legacy.

How do they love *Star Wars* comics? Let them count the ways

"My attraction to *Star Wars* has been the ability and freedom to continue doing material I enjoyed so much in films," coos *Star Wars* cover Picasso, David Dorman.

"*Star Wars* gets under your skin," proclaims *Tales of the Jedi* illustrator Chris Gossett. "You become emotionally invested in it. *Star Wars* really keeps you up at night."

"I'm a sucker for things that are well-drawn," says *Star Wars: Dark Empire I* and *II* artist Cam Kennedy, "and *Star Wars* books have been fairly well-drawn."

"You start to live and breathe it," says *Dark Empire* writer Tom Veitch, turning philosophical. "At least I do. But then, I've made the choice to live and breathe it."

Once upon a time in a galaxy far, far away...OK, you get the picture. Or pictures. The grand trio of *Star Wars* space adventures featuring Han, Luke, Leia, R2-D2, C-3PO, and the rest of the gang, continue to be examples of that rarity: legitimate film classics. But no less impressive—especially given the renewed interest of a second wave of *Star Wars* films currently gearing up for production at creator George Lucas's Skywalker Ranch—is the history of *Star Wars* comics, 18 years young this year, an ongoing odyssey with more tentacles than a Hydra has snake heads.

Marvel Comics originally picked up the *Star Wars* laser rifle in 1977 and ran with it until 1986. The Marvel incarnation was made conspicuous by the major talent (like artists Walt Simonson and Howard Chaykin, among others) attracted to its 107 issues (and three annuals), and by a maddeningly inconsistent level of quality.

The magic returned when Dark Horse Comics picked up the *Star Wars* license from the Lucas folks in 1991, and immediately set out to remake the *Star Wars* universe in its own unique image.

"What we proved with the *Aliens* books is that comic books based on licensed properties could be more than a factory-processed gimmick," offers *Star Wars* group editor Ryder Windham. "What makes a big difference in the way we handle licensed material [including the *Star Wars* titles] is that we are genuine fans of the material."

Dark Horse started publishing *Classic Star Wars* comic books in 1992, which mined a mother lode of Archie Goodwin/Al Williamson/Russ Manning newspaper strips, and reformatted them into comic book form. *Classic Star Wars* also looked to its Marvel forefathers with a series of reprint books, *CSW: A New Hope*, *CSW: The Empire Strikes Back*, and *CSW: Return of the Jedi* (which reprinted Marvel's *Star Wars* #1-#6, #39-#44, and the *Return of the Jedi* mini-series, respectively), to get fans up to speed.

The company's next big step in 1991 was *Star Wars: Dark Empire*, featuring the creative talents of Tom Veitch, Cam Kennedy, and David Dorman. The series picks up the story some six years after the final film of the trilogy, *Return of the Jedi*, and finds Luke confronting the resurrected Emperor Palpatine.

Star Wars: Tales of the Jedi began its run in 1993—featuring Veitch and Dorman again, while adding Chris Gossett and Mike Barreiro to the mix—which, in turn, mutated in 1994 into the recent *Freedom Nadd Uprising* (with Veitch and Dorman aided and abetted by Tony Akins and Denis Rodier). Set some 4,000 years prior to the events of the first movie, *Tales* consists of stories of Jedi history.

1994's *Star Wars: Droids*, once again highlighting the work of Kennedy and new *SW* talents Dan Thorsland, Bill Hughes, and Andy Mushynsky, will be an ongoing series telling the early adventures of C-3PO and R2-D2, which took place shortly before the first movie.

Star Wars: Dark Empire II, the long-awaited follow-up to the initial *Dark Empire* saga, is presently unfolding as a six-issue, 32-page, monthly book. *Dark Empire II*, with Veitch once again scripting, Kennedy drawing the heavy metal inside, and Dorman contributing splashy covers, finds the Empire in retreat and Luke Skywalker attempting to rebuild the Jedi Knighthood while continuing to deal with the haunting presence of the Emperor. The presence of Palpatine is once again being felt in the galaxy, while a device more deadly than the Death Star fig-

by Marc Shapiro

STAR WARS ™ & © 1994 LUCASFILM LTD. ALL RIGHTS RESERVED. USED UNDER AUTHORIZATION. TEXT AND ILLUSTRATIONS FOR STAR WARS ® & © 1994 LUCASFILM LTD.

Opposite: Luke succumbs to the dark side of the Force.
Page: Luke gets ready for a comeback in *Dark Empire II*.
Inset: Han Solo talks tough.

Photo: NBC Copyright

ures into the Empire's most ambitious attempt yet to destroy the New Republic

For Veitch, scripting this and other *Star Wars* adventures has brought him to the conclusion that the *Star Wars* comic book universe is in a constant state of flux.

"You can't help but think of *Star Wars* differently," says the writer, who also recently wrapped up another *Star Wars* title, *Star Wars: Tales of the Jedi—Dark Lords of the Sith, Book One*. "It just has to change. What I discovered when I started working on these books was how little I really knew and how many layers of thought and detail are involved *Star Wars* is an incredibly rich universe. It's almost like the *Star Wars* galaxy is a real place, and once you start exploring it, you learn more and more about it."

Veitch claims that while *Dark Empire II* still has a nodding acquaintance with the sphere of influence of the initial *Star Wars* films, he is truly being challenged.

"It becomes a challenge because this is, to a large extent, all new stuff. We're not working completely from the films anymore. What we've had to do is begin to start working more from the point of view of [using the] *Star Wars* imagination."

Another one of the challenged, illustrator Cam Kennedy does not consider himself a dull guy. But when it comes to his drawing and painting the inside pages of *Dark Empire II*, he's playing it pretty safe

"I'm keeping the machinery, inventions, and the take on the characters fairly consistent with the approach I took on *Dark Empire I*," says the good-natured Scotsman who also includes *Judge Dredd* vs. *Batman II* and Lobo books for DC in his credit pack. "I know that sounds pretty dull, but that's the road I've decided to go down."

Consequently, to get Kennedy's *DE II* take, one needs to go back to the way he was introduced to the original *Dark Empire*

"I had a lot of voices telling me I was mad for taking on *Dark Empire* because, for a lot of professionals, machinery is just a headache to draw. But I felt it was a good challenge I've always been good with machinery and wreckage, especially after my Judge Dredd days, and, not being a comic book buff, I felt I could add something a bit out of the ordinary to the book. What I ended up doing on both books was throwing in new takes on spaceships and machinery, and the folks over at Lucas must like what I'm doing because they haven't rejected anything yet."

Kennedy, who feels "far more comfortable with the *Star Wars* machinery," found a tougher nut to crack in rendering the Dark Empire characters. "Going in, I felt I was letting myself in for some criticism if the characters did not look like the characters in the movies But I said to myself, 'This is a comic book, and so it should be your interpretation.' So, in a sense, I cheated a little bit by getting a likeness, but not a real likeness, which would have resulted in a real static look, and basically rendering the characters as comic book characters."

Cover artist Dorman considers himself "the transitional guy between the Marvel and the Dark Horse books."

"I was hired early on to create artwork to let people know that *Star Wars* was back and that these books would be capturing the element of adventure that was in these books."

Dorman, who is also doing a series of montage-style covers for a *Star Wars: Young Jedi Knights* paperback series for Berkley Publishing, saw his challenge on the first *Dark Empire* books "as reintroducing the characters to a new generation and to bring back an audience that had become disenchanted with the Marvel books."

"In the *Dark Empire* books, Cam [Kennedy] tends to take his visuals over the top and Tom

[Veitch] likes to plot these huge battle sequences," intones Dorman. "The cover ends up being a springboard; my take on what they do. Even though a book may be 18 pages of action and six pages of dialogue, I may feel that an action cover wouldn't work because what's going on beyond the action is more important in terms of grabbing the reader."

Grabbing the reader and not letting go is shaping up as the main strength of the other new *Star Wars* kid on the block, *Star Wars: Tales of the Jedi—Dark Lords of the Sith, Book One*. This mouthful of a title, a two-volume, six-issue-per-volume series, picks up where *The Freedom Nadd Uprising* left off. To wit, A foolish young Jedi has reawakened the powerful Dark Lords, who bring back their master plan to conquer the Sith, a long-thought-extinct race with powers of their own. Chris Gossett is handling the interior design, while Hugh Fleming is handling the painted cover chores.

The result, according to writer Veitch, "is a lot of havoc."

Veitch, who is co-authoring this series with *Star Wars* novelist Kevin J. Anderson, says that the time frame of *Dark Lords of the Sith*—which has the standard 4,000-years-before-the-films *Tales of the Jedi* setting—has been his biggest challenge.

"Up to this point, everybody has been pretty much working in *Star Wars* present," he explains. "The big challenge here is to run the clock backwards. We've got to think backwards, think retro. Sure they had light drive, hyperspace, and laser weapons, but they were earlier forms of these things."

The co-writing process with Anderson, writer of the novels *Jedi Search*, *Dark Apprentice*, and *Champions of the Force*, has not been a major hurdle, Veitch notes. "We've basically been functioning as editors. We would each write part of a script, exchange them, and then rewrite them. It's worked out real well."

Chris Gossett recalls that at the time he finished up his stint on *Tales of the Jedi*, his feelings were a mixture of elation and frustration.

"When I was finishing up *Jedi*, I thought to myself, 'Man! This is a shame, because only now do I feel like I'm drawing *Star Wars* the way I really wanted to.' And then it was over. But then I got the *Dark Lords* book and another crack at this world."

Gossett's pre-*Star Wars* claim to fame was a character called Black Angel for a series of anthology books put out by CFW Enterprises as an adjunct to its martial arts magazines. He did the retro design thing to a large extent on *Tales of the Jedi*; incorporating designs from the films and "putting myself in a mindset where the technology and characters would be totally romantic and represented in a mythic sense."

He offers that the retro and mythic aspects are playing a large part in his *Sith* work.

"Working on *Sith* has been great because I've been able to take the technology and the character designs much further and into places, in terms of design, that I really wanted to go. This book [has] literally a cavalcade of stars, and you really get to find out more about them, which, in turn, allows me to go deeper into the story and the characters: who they are and what makes them do the things they do."

Gossett says that his work on *Dark Lords of the Sith* has gone much smoother than his original *Tales of the Jedi* outing, thanks in large part to his ability to reign in his enthusiasm for the *Star Wars* universe.

"What happened is that along the way I gave up the notion of everything having to literally drip *Star Wars* and my having to be the greatest *Star Wars* artist of all time. That's when this book really started flowing for me. What I discovered is that the less you construct something, the more *Star Wars*-like the work becomes."

A big part of working the *Star Wars* field is dealing with the dictates of Master George Lucas. But the consensus among the comics creators is that there is a lot more freedom in putting *Star Wars* to the comic book page than might be expected.

"My only guideline from Lucas has been to stick with something that works within the story of a particular issue and to not go off on a tangent," says cover guy Dorman. "Beyond that, I would say that I'm less bound by what Lucasfilms says than either Cam or Tom."

"Our job is to go to the Dark Horse editors and tell them what we want to do," chuckles Veitch. "Then the editor says, 'That's great,' and what we've presented goes to Lucas for his approval. The Lucas people are there for every step. Even when it gets down to the dialogue balloons, we'll get notes. But there is still quite a bit of freedom to do our thing."

"I've done 10 books so far," adds Kennedy, "and so far there has been no comment, so I must be doing something right."

The creators also concede that *Star Wars* is a work in progress that often has its fits and starts. Dorman, who has seen firsthand the evolution from the Marvel emphasis on linework covers to the current Dark Horse full-color pieces, is hopeful that the books will move away from an emphasis on montage to single-image covers. He also claims that the occasional lack of a character reference has been a problem and, in particular, the low number of available Carrie Fisher references have kept Princess Leia off the cover.

"The big thing is the likeness aspect," he offers. "I'm not a caricaturist, and I do need a good photo reference to work from. There's definitely less angst when I'm doing a project where I don't have to worry about whether Harrison Ford looks like Harrison Ford or Mark Hamill doesn't look too young or too old."

Dorman, on the plus side, says, "These books have definitely allowed me to play around with styles. On the *Tales of the Jedi* books, I was doing Frank Frazetta-style action covers with a much looser style. Now I'm dealing more with textures and colors and a more realistic portrayal of the characters."

Lest you think that *Star Wars* has about fizzled out as a viable comic book vehicle, Dark Horse recently announced that it is in active negotiation with Lucasfilms to do a number of new *Star Wars* titles in the coming year.

January kicks off with a one-shot *Star Wars: Droids Special* written by Dan Thorsland, penciled by Bill Hughes and inked by Andy Mushynsky. The book, which contains the *Droids* adventures originally serialized in *Dark Horse Comics* #17-#19, features previously unpublished preliminary illustrations by Hughes and a cover by Kilian Plunkett.

Star Wars: Tales of Mos Eisley, a story revolving around the infamous spaceport on the planet Tatooine from the original *Star Wars* film, will appear in the first three quarterly issues of Topps's *Star Wars Galaxy* magazine. The story will be written by Bruce Jones and illustrated by Kilian Plunkett.

Beginning a four-issue series run in April

***Star Wars* fans rejoice! Topps's 68-page quarterly *Star Wars Galaxy Magazine*, which debuted in October, is off to a great start.**

Topps launched the project with the help of Dark Horse. A polybagged version of the first issue included a *Tales of the Jedi* ashcan from Dark Horse Comics, and two Topps cards—a chromium card with art by Ralph McQuarrie (the original concept designer with George Lucas), and one of Topps's new Widevision cards.

"The main thrust of the editorial [content] is to lend some freshness to the *Star Wars* property, as Topps did with its line of Galaxy cards," says editor Bob Woods, a former editor of *Starlog*. "The magazine is trying not to tell fans what they already know about *Star Wars*; rather, we're looking at new things to keep *Star Wars* vibrant. The response to the first issue has been tremendous."

Dark Horse is also producing an original eight-page comic in every issue of the magazine. The comic is edited by Poul Janes, written by Bruce Jones (*Alien Worlds*), and rendered by Kilian Plunkett (*The Mask* film adaptation). The first three installments of the comic are *Star Wars: Tales from Mos Eisley*, based on the spaceport where the famous cantina scene took place in the first film.

"We're also working closely with Lucasfilms," says Woods, "in following all of the activities between now and 1998, when the next original *Star Wars* movie will be out. Between now and then, they will be adding characters and storylines through the different products and novels. And in 1997, they will re-release *Star Wars* with four minutes of new footage."

Lucasfilms and Industrial Light & Magic will also be modifying some of the special effects for the re-release, as well as using a new sound mix that takes advantage of modern digital sound formats. Among the enhancements, according to reports in *Star Wars Galaxy Magazine* #1, involve Mos Eisley where background creatures will be added. New footage includes a scene where Han Solo confronts Jabba the Hutt, which was supposed to run in *Star Wars*, but went unused due to Lucas's dissatisfaction with the interior technology of the time.

—Clifford Lawrence

is *Star Wars: River of Chaos*, written by Louise Simonson, penciled by June Brigman, inked by Roy Richardson, and covered by Chris Moeller. It tells the romantic tale of a young imperial officer in love with a rebel sympathizer who has ties to the royal family that once ruled their planet. In the *Star Wars* timeline, *River of Chaos* takes place between the first *Star Wars* film and *The Empire Strikes Back*.

The four-part *Droids: Rebellion* hits the stands in June, featuring the words of Ryder Windham, the art of Ian Gibson, and the covers of Kilian Plunkett. In this series, C-3PO, R2-D2, and Uniti Zed, in a continuation of the previous *Droids* mini-series, pursue Olag Greck across the galaxy and get caught up in a rebellion of renegade droids. The story takes place five years previous to the original *Star Wars*.

Coming in September is the six-issue series *Star Wars: Heir to the Empire*, an adaptation of the first of Timothy Zahn's *Star Wars* novel trilogy. The book, written by Mike Baron, with art courtesy of Olivier Vatine and Fred Blanchard, takes place five years after *Return of the Jedi*.

Jedi fans can celebrate Christmas '95 with the beginning of the four-issue adaptation of Alan Dean Foster's novel *Star Wars: Splinter of the Mind's Eye*. This transition story between *The Empire Strikes Back* and *Return of the Jedi* is being written and inked by Terry Austin and penciled by Chris Sprouse.

It doesn't stop there, of course. *Star Wars* titles currently in development, but unscheduled at this time, include a *Boba Fett* one-shot (written by John Wagner and painted by Cam Kennedy) and an X-Wing Fighters series, which will follow Wedge Antilles (the intrepid pilot from the films) in post-*Return of the Jedi* adventures, is tentatively called *Star Wars: X-Wing Rogue Squadron*, and is slated for a July release.

"We're genuinely proud to publish *Star Wars* comics," proclaims editor Windham, "and we're looking forward to entertaining readers for years to come."

Whatever the future of the *Star Wars* comics, it's a safe bet that there will be plenty of creative takers.

"I made the choice two years ago to turn down everything else that came my way—including two prestigious *Batman* series—to live and breathe *Star Wars*," says Veitch. "It's just part of me now. I like the idea that they've always been very adult books. They're intelligent because the movies have always been intelligent."

"I'm not a comic book buff," adds Kennedy, "which may disappoint some fans, but in a creative sense, I think it's worked to my advantage. I'll always be interested in *Star Wars* to the extent that it relates to the movies. What I do like about *Star Wars*, unlike other books, is that, from an artistic point of view, everybody is allowed their own take."

For his part, Dorman insists that "everyone involved in *Star Wars* seems to enjoy doing the work. It's like there is something in *Star Wars* that urges on your creativity."

Dark Threepio, intergalactic playground bully.

Gossett echoes that philosophical tone. "There is an amazing camaraderie that has formed by the people working on these books. After you've worked on it, you realize that you are involved in adding onto the timeline and the history of this galaxy."

But lest you think this whole *Star Wars* dialogue is ending on too heavy a note, Gossett runs in to save the day with this personal aside:

"When I'm at my table, doing my *Star Wars* thing, I often find myself so wrapped up in what's going on, that I find myself imitating the sound effects from the script. But then that's *Star Wars*, man. It really pulls you in." ★

Marc Shapiro is a freelance writer based in Pasadena, Calif., who lives by the credo, "When in doubt, punt."

UNNATURAL BORN KILLERS!

GODWHEEL™

FEATURING:
- MARK (DOOM'S IV) PACELLA
- JOE (X-MEN) MADUREIRA
- GARY (HULK) FRANK
- MIKE (ROGUE) WIERINGO
- AARON (LORD PUMPKIN) LOPRESTI

MALIBU'S OWN UNNATURAL BORN KILLERS:
- [illegible]
- LORD PUMPKIN
- [illegible]
- [illegible]
- [illegible]

A PROPHECY IS [illegible]
[illegible]
JANUARY 15, 1995

First Issue Cover Preview

[illegible]

ULTRAVERSE

WIZARD®

Fun with Meat!

PITT CREATOR DALE KEOWN, SCULPTOR CLAYBURN MOORE, AND YOUR BUDS OVER AT WIZARD PRESS WANT YOU TO RECEIVE A LIMITED EDITION BRONZE PITT STATUE, AND AT THE SAME TIME LIFT THE SHACKLES THAT BIND YOUR CREATIVITY. SAY WHAT? RELAX, WE'LL GET TO THAT IN A SECOND. FIRST, HERE'S WHAT YOU CAN WIN...

Grand Prize (One winner)

A limited edition bronze statue (Only 20 of these babies exist on the whole freakin' planet!), standing a monstrous 12 and 1/2 inches tall, depicting Dale Keown's Pitt, that monstrous no-nosed alien from Image Comics. It's sculpted by the incomparable Clayburn Moore!

Second Prize

(4 winners)

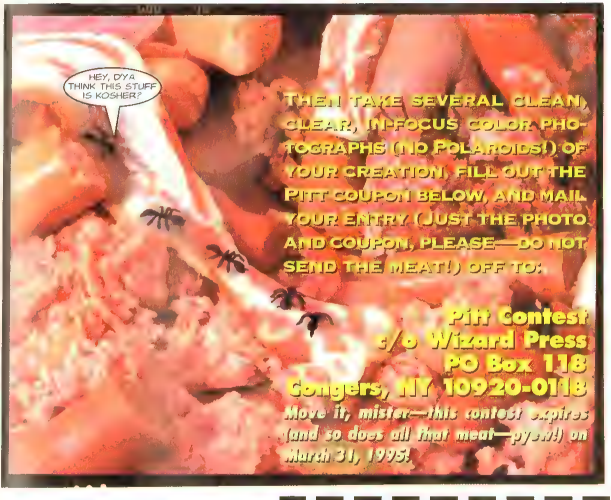
A 12-inch, painted Pitt statue by Clayburn Moore—only 2,100 of these were made!

Third Prize

(10 winners)

A Moore-sculpted pewter mini-figure of Pitt, plus an issue of *Pitt* autographed by Dale Keown!

SO, HOW DO YOU WIN THESE LI'L TREASURES? SIMPLE. MEAT, AND PLENTY OF IT. GET LOTS AND LOTS OF MEAT, AND SHOW US WHAT KIND OF SCULPTOR YOU ARE. BY USING ONLY MINOR NON-MEAT ITEMS (POPSICLE STICKS, PENCILS, ETC.) FOR FRAMES, SCULPT YOUR VERY OWN PITT FROM SPAM™, OLIVE LOAF, WIENERS, OR WHATEVER OTHER LUNCHEON MEAT IS LAYIN' AROUND THE FRIDGE. HECK, EVEN DECORATE IT WITH HAIR, TOOTHPICK TEETH, OR WHATEVER ELSE FLOATS YOUR BOAT. JUST MAKE IT LOOK COOL!



THEN TAKE SEVERAL CLEAN, CLEAR, IN-FOCUS COLOR PHOTOGRAPHS (NO POLAROIDS!) OF YOUR CREATION, FILL OUT THE PITT COUPON BELOW, AND MAIL YOUR ENTRY (JUST THE PHOTO AND COUPON, PLEASE—DO NOT SEND THE MEAT!) OFF TO:

Pitt Contest
c/o Wizard Press
PO Box 118
Congers, NY 10920-0118

Move it, mister—this contest expires (and so does all that meat—yeah!) on March 31, 1995!

Meaty Fine Print

[illegible] Contest open to anyone except employees of Wizard Press [illegible] Coupon. Above their immediate families and [illegible] anyone the half [illegible] 0 years old. [illegible] Why size fo[illegible] when you can S[illegible] Print your name, date of birth, address, city, state, zip code and telephone [illegible] on a piece of paper or a free-by-request index card. Enter [illegible] times as you'd like. Include your Pitt sculpture photo, and mail each entry to Pitt [illegible] c/o Wizard Press, PO Box 118, Congers, NY 10920-0118. No mechanical [illegible] can will be accepted. All entries become the property of Wizard Press and [illegible] be returned. All taxes (federal, state, and local) [illegible] any. [illegible] the prize winners. No cash equivalent or substitute prizes are offered. [illegible] will be awarded. The names of the contest winners and are not [illegible] Offer void where prohibited, regulated or restricted by law in a manner [illegible] with the purpose and rules herein. When you're done sculpting, barbecue [illegible] Pittsburgh. Or, if you're from Texas, boil it. Mmmm good. **All entries must be received at contest headquarters by March 31, 1995.** Wizard Press is not [illegible] for late, misdirected or mutilated entries. Odds of winning will be [illegible] by the number of valid entries received prior to the closing date of the [illegible] The prize winners will be selected in a random drawing from all properly [illegible] entry forms received at contest headquarters. The random drawing will be [illegible] on Apr. 3, 1995 by Wizard Press.

[illegible] of winners available after April 21, 1995, send a stamped, self-addressed [illegible] to: Pitt Winners c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-[illegible] or just keep watching Wizard!

MEAT PHOTO BY V. HOLLAND

Official Pitt Coupon

I am:

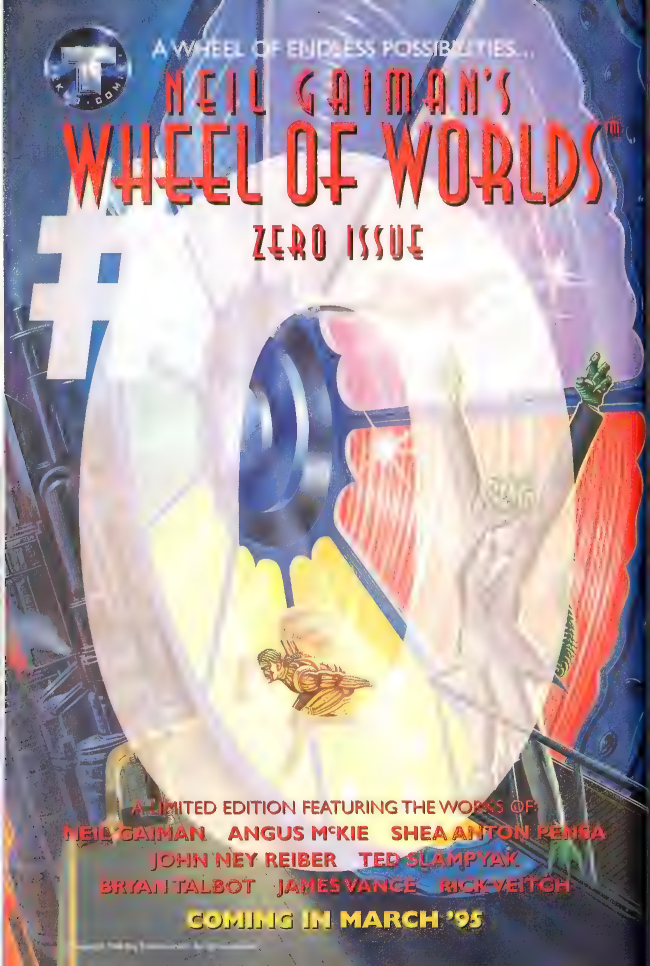
NAME (PLEASE PRINT CLEARLY) DATE OF BIRTH

HOME ADDRESS

CITY STATE ZIP

PHONE (DON'T FORGET YOUR AREA CODE)

FAVORITE MEAT BY-PRODUCT


A WHEEL OF ENDLESS POSSIBILITIES...
NEIL GAIMAN'S
WHEEL OF WORLDS™
ZERO ISSUE
A LIMITED EDITION FEATURING THE WORKS OF:
NEIL GAIMAN ANGUS McKIE SHEA ANTON PENSA
JOHN NEY REIBER TED SLAMPYAK
BRYAN TALBOT JAMES VANCE RICK VEITCH
COMING IN MARCH '95

the Drawing board

The showcase of comic book fan art.

We're taking a break this month from the usual Drawing Board entries, and instead are showcasing the best entries from the "Design a Madman Costume" contest from *Wizard* #33. Madman creator Michael Allred chose the Grand Prize winner, whose costume design will appear as Madman's costume in the pages of *Madman Comics* #5, published by Dark Horse Comics! The Grand Prize winner also wins a framed piece of original Mike Allred art, depicting Madman wearing the Grand Prize winner's costume! Congratulations to all!

HEY, GANG, MIKE ALLRED HERE. WELCOME TO THE FINAL RESULTS OF THE MADMAN COSTUME CONTEST. ON THE FOLLOWING PAGES, YOU'LL SEE WHAT THE TOP PICKS WERE OUT OF HUNDREDS OF ENTRIES. I HAD A GREAT TIME DOING IT, AND HOPE YOU'LL ENJOY LOOKING AT 'EM AS MUCH AS I DID PICKING 'EM!

GRAND PRIZE

By Greg Storey
San Jose, CA
This just had a really powerful iconic-graphic look about it, especially with the thick propellers jutting up from behind. I could see how I could incorporate it into the story.

Hey, it's the piece of original art that the Grand Prize winner won! Neat!

Madman ™ & © Dr. Fish ™ & © Mike Allred. Photo of Mike's floating head by Al Ortega.

By Tyler Ragan
Burnaby, B.C., Canada
I actually considered using this one for the Grand Prize winner, because I could see how I could use it in a story. The main reason why I liked it was for its simple appeal, and mainly for the look of it. I probably would have changed the colors if I had used it.

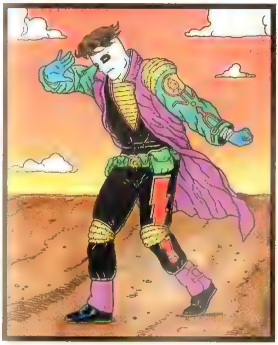
By Roger Beauchamp
Boulder, CO
This one made me laugh out loud more than any other one that I saw. Not only because everyone loves to pop these things, but it could actually work to some degree.

By Andre Atwater
Denver, CO
There's a great look to this piece. There's a couple of cool ray-guns in the picture. Also, a lot of people may not know this, but when I first created Madman, he was called the Spook, and the original design of the costume was to suggest a skeleton. I liked how you were able to see Frank Einstein's face.

By Chris Meesey
St. Louis, MO
It's a strong drawing. I like swirls. It had a nice, humorous punch with the bugging eyeglasses.

By Tyler Ragan
Burnaby, B.C., Canada
I ate Wonder Bread™ when I was a kid. For nostalgic reasons, I like this piece.

By Randall Dahlk
Lakeville, MN
The artist appealed to me, because he's a Tin Tin fan. I really liked the quilted pads in the drawing. I'm a fan of the movie , and that's what this costume made me reminisce about.



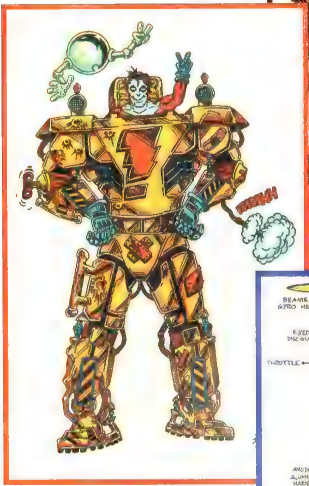
By David S. Quinn
Venice, CA
This one was one of the strongest costumes, as far as simplicity and power in the design. I liked the torso armor, incorporating the faceplate.

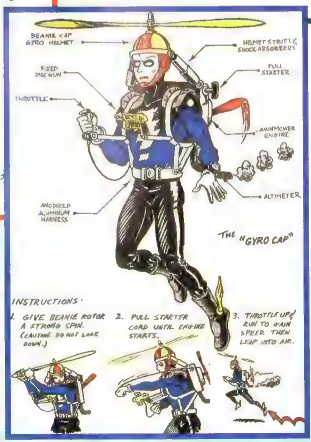
By Kaare Kyle Andrews
Saskatoon, SK, Canada
Great, great Iron Man kind of look. This one just had a really nice look to it. And I liked how the exclamation bolt is incorporated into the suit.

By Tom Urro
Tavistock, Devon, England

I'm a big robot fan. These have that nice, big, bulky, clunking, robot armor feel to 'em. So, I like them both equally for that reason.

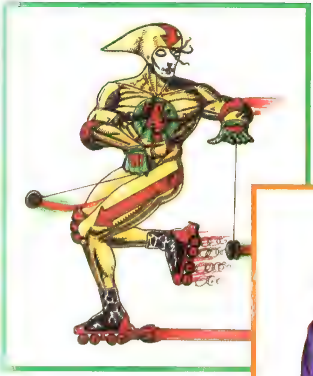
By Tim Tobias
San Diego, CA





By Neil Kowalewski
Buffalo, NY

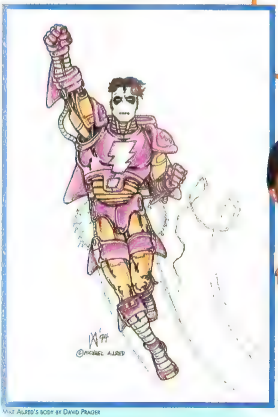
I like this for the same reason I like the Grand Prize winner. Looks like fun, but the Grand Prize winner was less silly. The design of the suit was really good, with the stripes down the pants, and the black-on-blue torso design.



By Gary Ambits
Wirral, Merseyside, England
A really sleek look, and I liked the helmet. Coincidentally, I designed a similar helmet for a character called The Blast, which you'll see in Madman Comics #5. What I find most appealing about this is just the sleek, aerodynamic feel of the suit.

By Patty Raab
Webster, NY
This has a nice Stormtrooper/science fiction feel to it, which I like.

By Michael Walton
Trabuco Canyon, CA
Again, this has that Iron Man feel to it. It's a great design. I love the fins on the rocket suit, and that reinforced armor around the neck and waist. I'd actually rank this one quite high, as one of my favorites.



THIS CONTEST WAS A LOT OF FUN, AND I WOULDN'T MIND DOING THIS AGAIN. IT WAS ACTUALLY DIFFICULT GOING THROUGH HUNDREDS AND HUNDREDS OF THESE, AND TRYING TO NARROW THEM DOWN TO WHERE I COULD START RANKING THEM. IT WAS THE FUNNIEST, MOST DIFFICULT THING I'VE HAD TO DO THIS YEAR, WEE-HA! I HAD A GOOD TIME. A LOT OF IMAGINATIVE ENTRIES—REALLY NICE ART PIECES. I HOPE THE GRAND PRIZE WINNER WILL LIKE HOW I USED HIS DESIGN IN ISSUE #5. THERE'S A LOT OF TALENTED PEOPLE OUT THERE, AND I'M FLATTERED THAT THEY TOOK THE TIME TO ENTER THE CONTEST. SO, I'D JUST LIKE TO THANK EVERYBODY WHO ENTERED, AND I WISH THAT WE COULDVE RUN PICTURES OF ALL OF THEM. 'BYE!

MIKE ALBERT'S BODY BY DAVID PRAGER

CUT & PRINT

The comic insider's guide to Hollywood.

BY DAVE GALVAN

Join the animation bandwagon! We might get to see a Cyberforce cartoon in the near future.

SHARPER IMAGE ON TV

Keep your eye on those Image titles! It seems everyone and their uncle over at that publisher is currently talking with Hollywood to put their books on the screen.

With Jim Lee's *WildC.A.T.s* cartoon already on TV, and Sam Kieth's *The Maxx* cartoon due in February (see sidebar on page 70), my sources tell me that Marc Silvestri is in the talking phase right now with several animation studios to bring *Cyberforce* to the small screen. While names are not being released at press time, this deal seems to be getting bigger by the moment. Rumor has it that Top Cow has been secretly ironing out deals with several companies to produce the cartoon series as well as a toy line. Word on the street is that Silvestri has been buddy buddy with Graz Entertainment (which produces Fox's *X-Men*) as of late, and there is even rumor of the fourth network on the phone to Silvestri ironing out plans for a prime-time TV show! Whether this is true or not will remain to be seen, but the buzz surrounding the project is huge.

Now, what does this do to all the other Image properties? Rob Liefeld is still in negotiation with Fox about doing an animated TV series, and is talking to various producers about having other projects of his sent to the big screen!

As to Erik Larsen's *Savage Dragon*, well, Larsen is still courting networks on a cartoon series.

Spawn, right now, is also very likely as a TV project. HBO has been rumored to do several two-hour movies based on Todd McFarlane's Hellspawn character, and it seems that Peter Chung, character designer for *Aeon Flux* and *Phantom 2040*, is involved in some way. New Line Cinema is also looking at doing a live-action feature film.

more TeleVISIon NeWS

Wizard Exclusive! With Caroloco on the verge of bankruptcy (again), Marvel is taking a more serious look at the proposed *Punisher* TV project which is the brainchild of S.C. Dacy of Alpha Productions. Dacy is currently talking with execs over at the Paramount Network, who so far like what they see in the project, and if they want to run the series, it's a good bet that Marvel will not say no. If this gets up and running, the earliest it would hit the small screen would be January of '96.

With all of the hush-hush secrecy regarding this project, I have been able to weasel out some information on the proposed series. Sophia Crawford is still in line to play the female Punisher (for those who wish to see her moves sooner, she is the pink Power Ranger when the *Mighty Morphin' Power Rangers* shows the Japanese footage. She is currently in Australia filming the Power Rangers movie—see the film section for the scoop on this), although her character's name in the show has not yet been revealed to me. Her origin will not be that of the comic

CYBERFORCE™ & © TOP COW PRODUCTIONS

Now you can watch *Jim Lee's WildC.A.T.s* over and over and over...

book. She will be a psychiatric nutcase who sort of falls into being the Punisher when Frank Castle seems to die at the beginning of the pilot (no name has been pointed out as to who will play Castle, but my sources say that an unnamed WWF wrestler has agreed to take the role). After realizing that becoming the Punisher would be sort of therapeutic for her, she decides at the very end of the show to become the skulled avenger—just when Frank Castle returns. Our anti-heroine tells Castle that she is taking over the Punisher mantle for the time being and to stay out of the way, which he does—for now. This will keep Castle alive and well in time for his return, which will probably be during sweeps weeks.

The producers of Fox's *The X-Files* are working on a proposed pilot called *Space*. It seems to be a sci-fi shoot-'em-up, blow-'em-away action series set in space (obviously) in the vein of *Buck Rogers*.

Rumors have been running wild throughout the animation world of late, as to the future of *The Spectacular Spider-Man* on Fox. It should be noted that according to a representative of Fox, the series is set to debut in time for the February sweeps period. The show has already been delayed a year, so Marvel Animation has had plenty of time to put the show together. However, one of my trusty spies at Fox is telling me that some of the people in charge of children's programming are not happy with the overall results of the show. Sound familiar? It should. The same execs weren't happy with *X-Men* when it first debuted, but it was one of the top-rated shows at that time, so no one complained back then. It seems that the Marvel curse has struck again.

In other animated series news, as of January 24, you can pick up *Jim Lee's WildC.A.T.s* at video stores as well as comic stores. Sony Wonder will initially release two *WildC.A.T.s* videos starring your favorite Kherubim. The first includes the stories "Dark Blade Falling" and "Heart of Steel." The second contains "Cry of the Coda" and "The Evil Within." As an added extra, each tape will have an exclusive insert, offering free sets of stickers as well as a temporary tattoo.

Following on the heels of the first *Tales from the Cryptkeeper* tape, two new videos will be available from Sony. One has the episodes "Hide and Go Shriek" and "The Sleeping Beauty," while the other contains "Fare Tonight" and "Caveman." All this comes just as Universal puts the first "Tales from the Crypt" feature film, *Demon Knight*, into release.

Two Sony-produced videos of the syndicated *Mega Man* series will also come out. One sports the episodes "The Beginning" and "Electric Nightmare," and the other has "The Big Shake" and "Mega Pinocchio."

By the way, Nelvana recently sent out a press release touting the fact that ABC's *Tales from the Cryptkeeper* was the most successful show of its time period with viewers from age two to 11. Probably due to this success, Nelvana will also be producing a live-action *Hardy Boys* series, as well as *Nancy Drew*.

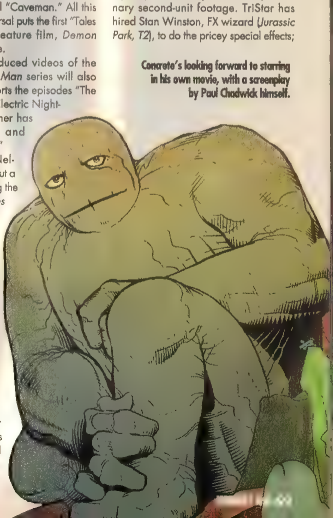
Doctor Who, the very popular British TV series, has long been rumored to be a possible feature film. It now seems that the likelihood on a big-screen film is nil, but the possibility of a TV-movie is still in the works! Amblin Entertainment has the rights.

M.A.N.T.I.S., the show that will never die, has been picked up by Fox for a full season (22 episodes) for '95. One main reason why the series will continue is that it has been number one with males 18 to 35. While this is not the best demographic, the show at least is not losing money, and, hoping to pull in more viewers, it has changed its direction yet again, this time going for a more science fiction-type look. You can expect more clones, cyborgs, and a little time travel.

FILM

The start date is March for the monster from Tokyo to return. That is when TriStar's *Godzilla* will officially start filming, despite the turbulent gossip about its demise. The film was originally supposed to start filming in November, but was pulled from that running date when it didn't seem feasible for everything to be up and running. Director Jan De Bont (*Speed*) has already shot some preliminary second-unit footage. TriStar has hired Stan Winston, FX wizard (*Jurassic Park, T2*), to do the pricey special effects;

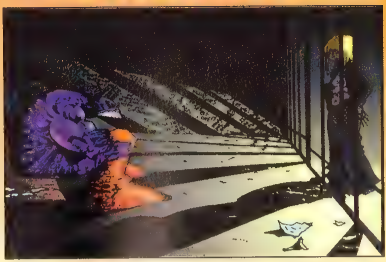
Concrete's looking forward to starring in his own movie, with a screenplay by Paul Chadwick himself.



WildC.A.T.s ™ & © Image Entertainment DBA WildStorm Productions. Concrete ™ & © Paul Chadwick

MTV to the Maxx

"It's mine for better or worse," chuckles *The Maxx* creator Sam Kieth of his creation's leap from the paneled page to animated blip on MTV's early 1995 schedule. "By and large, it's a literal translation, so I'm not real proud of parts of the comic book, and those are the parts of the show I'm not real proud of."



The Maxx does his best O.J. impression on MTV this year.

The Maxx, which made its comic book debut in March 1993, was originally slated as a 10-minute grouping with another series called *The Head* and scheduled for a December 18 premiere. But MTV liked what it saw and decided to weld the completed 13 segments into six half-hour shows. *The Maxx* is currently slotted for a February 6 initial airing.

The Maxx show, produced by Rough Draft Studios and directed by Greg Vanzo, is taken almost from the thought balloon from Kieth's comic. But the creator assures *Maxx* page turners "that the TV show won't do anything to the comic book.

"We've kept the universes separate," he continues. "I get to tell them what they can do with the show, but they can't tell me what they can do with the book."

Bowing to the flighty nature of television programming, Kieth cautions that the Feb. 6 start-up date is subject to change, "but the episodes are done. MTV is committed. If the show bombs, they're still committed."

—Marc Shapiro

the big lizard invades Washington, D.C. and San Francisco, as well as other metropolises. Action sequences are expected to cost anywhere from $80,000 to $140,000 per set-up. Needless to say, the film is being carefully storyboarded.

Regarding the *Mighty Morphin' Power Rangers* film, Fox expects to release it in theaters this coming summer. The cast is the same as the phenomenally successful TV show. It will mark the theatrical film debut for director Brian Spicer, although he did do the two-hour season premiere of the *seaQuest DSV* show. No one needs to wonder or worry about how well this flick will do in the theatres.

Der Bewegte Mann (literally translated into "The Movable Man") is Germany's most successful film of 1994. The comedy was inspired by gay comic books, but was scripted by straight men. How's that for politically incorrect?

Over at Universal this month, Dark Horse is using its increasing Hollywood power to work on its own feature projects. Paul Chadwick has finished his final draft for a script to *Concrete*, which is now in pre-production. 1993's *Virus* mini-series is also in development, as well as a film featuring Mike Allred's Madman. Arthur Adams's *Monkeyman and O'Brien* will be co-produced between Dark Horse Entertainment and Larry Gordon.

Who will voice Zen in the upcoming *Zen Intergalactic Ninja—The Movie*?

The treatment for *Zen Intergalactic Ninja—The Movie* has been approved by Zen co-creators Steve Stern and Dan Cote, as well as Mark Freedman of Surge Entertainment. The movie will feature a brand-new villain who has never been seen in any of the comics. Casting for the film, is still being determined. The tone of the film is said to be very hip, and there is a lot of humor in it. At the same time, though, it is also a serious action film with an underlying message about the fate of humanity. The script should be completed by the time this goes to press, and it will then go through all of the proper approval levels, just as the treatment did. The big guessing game right now is: Who will voice Zen?

Escape from Los Angeles is the proposed name for the sequel to *Escape from New York*. Star Kurt Russell (*Stargate*, *Backdraft*) and director John Carpenter have been talking lately about doing a sequel to the highly popular sci-fi hit. While they are not pushing this too far, they are considering it. ☆

Dave Galvan is a Portland, Ore.-based freelance writer who specializes in the entertainment industry.

THE MAXX ™ & © SAM KIETH. TIA CARRERE PHOTO BY ZADE ROSENTHAL.

UNLEASHED FROM SHAMAN'S TEARS...
THE WORLD'S *UGLIEST* SUPER-HEROES!

Bart Sinister

by MIKE GRELL
& RICK HOBERG
with TIM BURGARD
& BRIAN SNODDY

WINDJAMMER

COMING IN FEBRUARY
AND EVERY MONTH!

BART SINISTER & SHAMAN'S TEARS ™ & © Mike Grell. All rights reserved

WIZARD®

The Best of Boris!

HEY, HOW'D YOU LIKE TO BE THE SUBJECT OF BORIS VALLEJO'S NEXT PAINTING? YEAH, NO KIDDING. WELL, COMIC IMAGES AND WIZARD PRESS HAVE TEAMED UP TO BRING YOU ONE KICKER OF A CONTEST, AND

HERE'S WHAT YOU CAN WIN...

Place your mug here

Grand Prize (One winner)

One lucky winner (and a parent or guardian if under 18) will be flown to New York City where he or she will be photographed by famed fantasy illustrator Boris Vallejo, with the photo to be used as the basis for one of Boris's paintings! Plus, the winner will receive an original signed lithograph of this painting, and an uncut sheet of Comic Images's Best of Boris trading card series, also signed by Boris himself!

Second Prize

(5 winners)

An uncut sheet of the Best of Boris trading card series!

Third Prize

(10 winners)

An uncut Omni-Chrome press sheet (which just happens to be a really neat-looking card set with a crystal-like shine).

Fourth Prize

(30 winners)

A really cool T-shirt, courtesy of Comic Images.

DEATH STALKER CARD & BORIS LOGO ™ & © BORIS VALLEJO. COMIC IMAGES LOGO ™ & © COMIC IMAGES.

SO, HOW DO YA WIN? SIMPLE, JUST ANSWER THE THREE BORIS TRIVIA QUESTIONS BELOW (HINT: LOOKING THROUGH THE CARDS IN THE BEST OF BORIS SET SHOULD HELP YOU OUT IMMENSELY), AND IF YOU CAN GET 'EM ALL RIGHT, BOOM, YOU'RE ON YOUR WAY!

Da Questions:

1. In what city and country was Boris offered a full scholarship to study art at the age of 16?
2. Other than fantasy illustration, what other endeavor/pastime inspires Boris to great heights?
3. Boris Vallejo is married to what other famous fantasy painter?

WHEN YOU'VE COMPLETED ALL THAT, AND FILLED OUT THE OFFICIAL BORIS ENTRY COUPON BELOW, *AND* ATTACHED A PHOTOCOPY OF A DOCUMENT PROVING THAT EITHER YOU OR A GUARDIAN IS 18 OR OLDER, MAIL THAT BUGGER OFF TO:

Boris Contest
c/o Wizard Press
PO Box 118
Congers, NY 10920-0118

Get yer rear in gear, buddy—this contest expires on March 31, 1995!

Legal Jargon

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Comic images, Boris Vallejo (c'mon, he's gotta know the answers), their immediate families, and especially that Hank Rose character. Watch that guy—he's cagey. Print your name, date of birth, address, city, state, zip code, telephone number with area code, and [illegible] answers to the three Boris trivia questions on the official entry form or a three-by-five-[illegible]ndex card, and staple a copy of a document (such as a birth certificate or driver's license) proving your age or your parent or guardian's age. If you are under 18 and win [illegible] Grand Prize, you must travel with a parent or legal guardian. Enter as many times as you like. Mail each entry to Boris Contest, c/o Wizard Press, PO Box 118, Congers, NY 10920-0118. No mechanical reproductions will be accepted. All entries become the property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the names of the contest winners and are not transferable. Winner must accept travel arrangements originating in continental U.S. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. Hmmm. I wonder if you'll have to pose naked? Nahhh. **All entries must be received at contest headquarters by March 31, 1995.** Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winners will be selected in a random drawing from all properly completed entry forms received at contest headquarters. The random drawing will be conducted on Apr 13, 1995 by Wizard Press.

[illegible] list of winners, available after April 21, 1995, send a stamped, self-addressed envelope to Boris Winners, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep watching Wizard!

BORIS PHOTO COURTESY OF VALLEJO STUDIOS

Official Boris Coupon

I am:

NAME (PLEASE PRINT CLEARLY) DATE OF BIRTH

HOME ADDRESS

CITY STATE ZIP

PHONE (DON'T FORGET YOUR AREA CODE)

If under 18, have a parent or legal guardian fill out the following information:

NAME (PLEASE PRINT CLEARLY) DATE OF BIRTH

HOME ADDRESS

CITY STATE ZIP

PHONE (DON'T FORGET YOUR AREA CODE)

ANSWER TO QUESTION 1

ANSWER TO QUESTION 2

ANSWER TO QUESTION 3

Clothes Make the Man

A look into the dazzling wardrobe of Gotham's Dark Knight Detective.

By a bunch of *Wizard* staffers

We never thought they'd do it, but they did. Sigh. After decades of the same ol' cool Bat-zoot-suit, Bruce Wayne is trading in his customary ensemble for some stylin' new duds. An improvement? Maybe. Anyway, we were quite fond of his old "civvies," but these new ones are pretty cool, though they definitely wouldn't have been our first choice for the Dark Knight's new look. Heavens, no.

We'd much rather go with one of Bats's Silver Age out-fits of yesteryear. Something that not only exemplifies DC's grim and gritty Caped Crusader, but would also help him deal with today's more lethal villains.

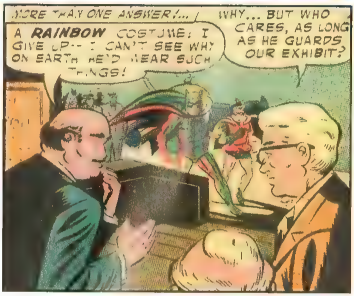
So, join us as we explore the lost costumes of the Batman! (Cue funky theme music here. Da-na-na-na-na-na-na, Da-na-na-na-na-na-na-na, Batman! ..Batman!..)

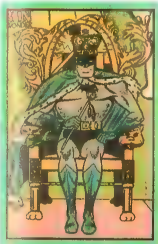
BAT-HOMBRE

When Batman saves the visiting president of a tiny Latin American country (who speaks with an accent you can only get away with in a Silver Age comic), he relays to Batman his wish of having the Caped Crusader come to his homeland and train a Bat-Hombre to rid his country of crime (which he did, thanks in part to a parrot, but that's another story). The two best parts of this story are the Bat-Caballo (A horse should *not* wear a mask!) and Bat-Hombre saying, *"¡Caramba!"*

RAINBOW BATMAN

While saving a young girl from being run down by a speeding car, young Dick Grayson slams into a lamppost. The crowd cheers him as a hero, but unfortunately, the poor schnook's arm is banged up real badly and he won't be able to use it for a week. (Hey, Boy Wonder, that's whatcha get fer being a sidekick!) Batman fears that people will remember that Dick Grayson hurt his arm and might link Dick to Robin—who, naturally, would have a bum wing. (Seeing how there's only, what, 10,000 13-year-olds in Gotham, we can see how.) So, Bats figures that if he dresses in outlandish costumes, people would pay so much attention to him, they wouldn't even notice Robin. (Like anyone usually notices him anyway.) Well, they don't call him a supersleuth for nothing, 'cause Batman's ruse worked, and nobody suspected a thing (except that maybe Bats was gettin' a little soft in the head).



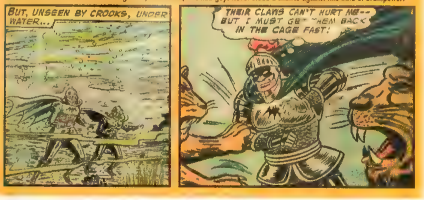


KING BATMAN

While King Eric of Norania is visiting Gotham, Batman spots Mayne Malan, a notorious thief, and deduces that he's after the king's jewels (Hey!). So, knowing that Malan is a dangerous thug, and that he wouldn't think twice about offing the king to get what he wants, Batman suggests that the two switch roles (which, seeing as how like 30 percent of Gotham wants Batman dead, is a pretty good deal for Batman, but sucks frog-ass for the king). Anyway, King Eric takes on the role of Batman, and Batman impersonates the king (while also nabbing the crooks and getting a loan for the country of Norania).

ARMORED BATMAN

Not wanting to cause a panic by letting the public know that he and Robin are searching for some stolen, dangerously radioactive, atomic fuel (Safety first!), the Dynamic Duo don suits of armor (which, though we don't understand how, double as diving suits) to conceal the fact that they're wearing radiation suits underneath. (These two must be hotter'n those guys at Disney World™ who walk around in those big Goofy costumes!) The bad guys never stood a chance against this kind of brainpower.

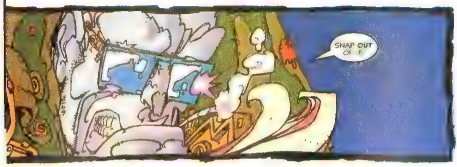


Our favorite? Though it's a tough call, and we all lost many a night's sleep over it, we'd have to say Bat-Hombre. Why? Well, he's got the one thing the others lack—the one thing that makes Bat-Hombre stand head and shoulders (and mustache) over, say, Rainbow Batman, or Armored Batman. And just what is that one thing?
In a word: Macho. ¡Viva el Bat-Hombre!

The effervescent Wizard staff would like to thank the guys over at Comic Cavalcade for digging up all these ridiculous Batman costumes. We couldn't a' done it without 'em.

AND ALL RELATED CHARACTERS ™ & © DC COMICS

Crossing THE Line



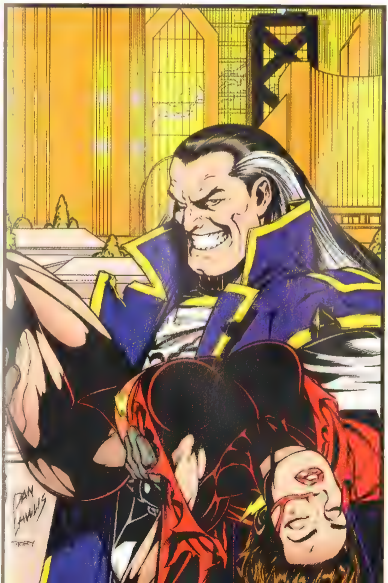
A candid chat with **Keith Giffen**, who talks of the ups and downs of his career, pushing the envelope, and the one character he wants to get his hands on.

by Jack Curtin

HAVING A REPUTATION as an infinite well of ideas, writer/artist Keith Giffen certainly shows no sign of letting up. The 42-year-old New Jersey resident is currently writing Image Comics's *Legend of Supreme*, Comics' Greatest World's *Division 13* and *Agents of Law* for Dark Horse Comics, while plotting Image's *Freak Force* and plotting and illustrating a four-part *Marvel Comics Presents* story starring his creation, Lunatik. While many think *he's* a lunatic with that kind of schedule, he admits he enjoys it.

Giffen, who is married and has 10- and 21-year-old children, first garnered success with DC Comics's *Legion of Super-Heroes*, where his run as a co-plotter/penciler with writer Paul Levitz is considered by many to be the definitive version of the Legion; not to mention that he revamped the team in 1989, a transformation that was met with resistance from many hard-core fans, but with acclaim by new ones. He also helped revitalize the Justice League in its most recent incarnation in 1987, adding an element of humor, a Giffen trademark. He gained more accolades with DC by plotting the successful first *Lobo* mini-series, and the first year's worth of *L.E.G.I.O.N.* Giffen went the creator-owned route in 1993 with *Trencher*, first for Image and later Blackball Comics. More recently, he had a brief writing stint on Image's *Bloodstrike*, and wrote Topps Comics's *Mars Attacks* mini-series.

Wizard recently got Giffen to slow down and talk about things.



Wizard. How did you get started in comics?

Giffen: I knew from the time I was eight years old that I wanted to do comics. I loved the classic Silver Age Marvel Comics character GiantMan was my first big passion. I never had any formal art training, though I did go to the School of Visual Arts in New York City for almost a year back in 1970-71 and learned nothing. Well, I did learn to bounce a ball for an hour and to get in touch with my inner self.

I really learned [to draw] by osmosis and by asking questions. Shortly after I got out of high school, for reasons I can't remember, I got to visit [artist] Frank Thorne's studio and look around, and I learned what a portfolio was and how to put one together. So, I developed my own and, after an abortive attempt to see somebody at Atlas Comics [in 1975], they said they'd be happy to look at my work, but I'd better hurry on over because they were closing the doors in two days.

I left it off at Marvel, where the receptionist assured me it would get to [art director] John Romita and told me to come back the next day and pick it up. Then I called the next day before going in and she told me to wait one more day, because my work was in with Johnny [Romita] at that very moment. When I showed up the next day, she was furious at me and started yelling the minute I came in the door. It seems that Bill Mantlo was in with Johnny when the portfolio got there. He was writing a backup series, "The Sword in the Star," in one of their black-and-white magazines and had just lost his artist. They both decided I'd be perfect for the job. But I, clever lad that I was, had left a portfolio with only my name on it. No address, no telephone number. They'd been trying to get in touch with me and couldn't. I got the job. It was a classic instance of being in the right place at the right time. Then I did a few other things for Marvel, including a Jack of Hearts one-shot [in *Marvel Premiere #44*]. *And I got to know [art director]* Joe Orlando at DC and picked up some work there, including doing breakdowns for Wally Wood on *All-Star Comics*.

And from then on, it was smooth sailing?

From then on, it was a disaster. I screwed things up so badly that no one in his right mind would give me work. It was tragic, really, because all these people—Romita, Orlando, Mantlo, [writer/editor] Paul Levitz, [writer/editor] Jim Shooter—did everything they could to help me, to try and get me to shape up. I lied

Here: Dark Horse's *Agents of Law*.
There: Trencher (top) and the Heckler want to get this thing started.

to them; I missed deadlines, I didn't answer calls or return them...You name the way you can destroy yourself in comics and I could write a book about it.

Is there a reason you acted the way you did?

I just came in with this "I'm gonna do it my way" attitude. I wish I had an excuse to dignify what I did, but I don't. It was just sheer, bullheaded stupidity

It sounds awful

It was awful. I just bombed out and left everybody in the lurch. I went off to New Jersey and had all these lousy jobs—I sold vacuum cleaners door to door; I was a repo man—and I still kept drawing. I put together another portfolio, much better than my first one, featuring a character of my own whom I called Lunatik, even though Marvel, by that time, already had a character with that name But I never would show it to anybody until my wife said to me, "Look, don't you at least owe those guys a chance to hang up on you?" So I finally called Joe Orlando, who was probably the person I screwed the most in all of this, and he said, to my amazement, "Come on in, and we'll talk about it." Well, he made it perfectly clear that the first time around had not been a very pleasant experience, but he liked what I had to show him, and he took me on in sort of a probationary situation. So I got to do several eight-page ghost stories for *The Unexpected* with [writer] Bob Kanigher. Then Joe gave me a backup series with Dr. Fate [in *The Flash* (vol. 1)], and finally Mike Barr, who was editing *Legion of Super-Heroes*, and especially [*Legion* writer] Paul Levitz, who had the most to lose, gave me a chance on [*Legion*].

You came onto the book right at the beginning of "The Great Darkness Saga," one of the classic stories from *Legion* (vol. 2) #290 to #294, right?

Just before that, so I had a chance to get my feet wet. Paul had come back to the book a few issues before I did, and he already had this grand adventure mapped out. It was a great story to start off my Legion career with.

While a lot of people undoubtedly see you as one of the principal architects of Legion history over the past decade or so, you did seem to come and go on the title over the years.

Yes and no. When I left the first time, it was to go off and do an *Ambush Bug* [miniseries and a special] and *Justice League*, but I also [did the plots for the] *Legionnaires 3* mini-series during that period, so I was still connected to the Legion. When Karen Berger [then editing *Legion*] offered me a chance to come back on board, I jumped at it, because I found I missed the book. I stayed through the end of the standard format edition and into the first couple of issues of the deluxe format run. I can't remember why I left that time around, but it was for another project that I wanted to do But as soon as I got the opportunity, I came back for the end of Paul's run and then re-launched the book with [scripters and occasional co-plotters] Tom and Mary Bierbaum

And a controversial re-launching it was.

The thing that seemed to bother everybody—jumping the story ahead in time five years—was done specifically because I didn't want to be perceived as coming in and tearing everything down. While I wanted to begin my story at a really low point in Legion history, I didn't want that to be seen as rejecting what Paul had built. So, we moved ahead in time and let everyone know that somewhere in that five years something horrible happened and everything changed. What I intended to do was put the Legion at its lowest possible point, and then slowly build back to that glowing world that Paul saw

But you ran into problems?

How do I put this nicely? The folks over in the Superman franchise hated our version of the Legion. Hated it. They didn't want us playing in their playground. So we got the word while I was midway through issue four, we could no longer use any of the Superman characters or history in the book. That was it. Just forget that they were a part of Legion history. Here we'd done this whole shtick to save

Legion history [in *Legion* (vol. 3) #37 and #38, and *Action Comics* #597], did the time bump so we wouldn't have to change anything, and they just took it away from us. We had a Legion who'd been inspired by a Superboy who now never existed, and now we were losing Mon-El as well [since Mon-El's existence is owed to Superboy]

went nuts. I went ballistic. The storyline we were going to do was all about Mon-El. We were going to explain all the personality changes in Mon-El, deal with all his aberrant behavior, and pretty much cure him, then tie him up with [girlfriend] Shadow Lass and have them retire. It would have been a story which actually would have ended "...and they lived happily ever after."

Now I had to change everything right in the middle of a story. So, you know how issue four ends with Mon-El punching the Time Trapper, and then everything goes white? That was completely different from what we had planned. That was my way out. I figured if [readers didn't like] what we were doing [with the new direction], if all they wanted was the same old thing, I'd give it to them. I was gonna open issue five with little Rokk [Krinn, AKA Cosmic Boy] leaving his home planet of Braal to find work on Earth. I was going to start the Legion over from Day One.

Whoa!

Yeah, neat idea, huh? [Laughs]. OK, it was just a temper tantrum. Tom and Mary talked me down and came up with the hourglass concept for issue five, which let us look at this alternate future where, since Mon-El had killed the Time Trapper [who had created Superboy, the very inspiration for the Legion], the Legion had never been formed. Glorith [the Time Trapper's successor] then came up with the spell that threw things back into the timeline we were all familiar with, and the Legion was pretty much as we remembered them, except a few things were different. There never was a Superboy or a Supergirl. There was Valor [the former Mon-El] and his cousin Laurel Gand. Things that happened in the Legion's past maybe didn't happen exactly as we remembered them. We tried to salvage what we could. We worked it out...but that, as far as I'm concerned, was where all the real problems with the Legion originated.

Appropriately enough for a Legion discussion, we've sort of lost control of continuity here, so let's just jump around and look at some of the rest of your DC work. Tell me about Justice League, which you helped revamp in 1987.

I pestered [editor] Andy Helfer for about three years to give me *Justice League*. I had all these ideas about turning them into an international organization with embassies and things like that which I wanted to try. When Andy finally gave in and let me and Marc [DeMatteis, scripter] and Kevin [Maguire, penciler] have a crack at it, it was just one of those situations where everything worked, where it all flowed naturally. People always ask how we decided to give the book a humorous tone. There was no formal plan—it just happened. The four of us were really in synch. To this day, we don't know which one of us came up with "Bwah-ha-ha-ha," and it doesn't really matter. That was great fun for a long time.

Aside from the humor, I think the most interesting thing you did was turn Justice League into a "buddy" book.

If you're going to do a team book, it seems to me that the characters ought to like one another. They ought to have the kind of relationships where they'd go out for a beer together. You see all these team books where the members are always fighting among themselves—who wants to belong to a group like that? You'd quit. So would I. So would anybody.

You certainly created a few unique characters in your days at DC. Let's talk about them briefly, starting with Ambush Bug.

I was doing a Superman/Doom Patrol team-up in *DC Comics Presents* #52 and needed a villain. There really is a bug called the ambush bug which is indigenous to New Jersey, and I always had the name floating around in my head. I used it for this loopy, maniacal villain who could teleport to wherever one of his little mechanical bugs were. People seemed to like the character, so when Julie [Schwartz, then Superman editor] asked me to do another story, using Superman and the Legion of Substitute Heroes, we brought him back and played it even more strongly for laughs. And the mail came in again, and everybody loved him. So Julie then gave me a series of backups in *Action Comics*, which my buddy Bob Fleming, who was on staff at DC then—and whose work on *Thriller* [a 1983-84, 12-issue mini-series] just blew me away—scripted. People kept on responding favorably. Eventually, as we kept pushing the envelope, though, I think we were making some folks at DC a little nervous, and Ambush Bug just faded into limbo.

The most famous and successful character you created at DC has to be Lobo. Yet, I hear that you hate Lobo. What's that all about, and how did you come up with the character?

Remember I told you I had this character I called Lunatik in the portfolio I showed to Joe Orlando? He turned into Lobo

And I do hate Lobo. Of course I do. Lobo is a reprehensible character. How could anyone not hate him? The thing is, Lobo was created as an indictment of the sort of mindlessly violent characters you find in too many comics, and instead he became a role model for them

So I hate him, but that doesn't mean I didn't like telling stories about him.

And then there's the short-lived Heckler series.

A character I would do again in a minute. If DC called and said they wanted to do a Heckler comic, I wouldn't give it a second thought! I'd go right back to work—and I would probably fail just as grandly as I did the first time.

What is the character's appeal to you? And why did it fail in the marketplace?

Heckler, Legion, Justice League, and Ambush Bug ™ & © DC Comics

thought *The Heckler* would work because it was a feel-good superhero book. This guy was the Heckler just because he got a kick out of being the Heckler. It was meant to be a fun, check-your-brains-at-the-door kind of book. In fact, the character was patterned so strongly after Bugs Bunny that I'm surprised so few seemed to notice. Then again, people stayed away in droves. I mean, most books have a sales decline after the first issue—we all know that—but this was a cliff. It got to the point where I would have walked in and asked them to cancel it if they hadn't already decided to do so. What a nose dive.

And yet, it's one of my all-time favorite projects. I like the concept, the fact that this was a superhero who wasn't violent.

Before we move on to your cur-

"And I do hate Lobo. Of course I do. Lobo is a reprehensible character."
—Giffen

WARNING: Contains Bad Taste In The Form Of Ultra-Violence, Icon Bashing, And "The Finger." More Offensive Than Christmas Usually Is

rent work for other publishers, we should talk about the controversy over your alleged "swiping" from the work of Jose Muñoz in penciling *Ambush Bug*.

When I first saw Muñoz's pages, I was totally fascinated. I just never saw anything like that before. A friend of mine, who shall remain nameless, sent some Xeroxed pages to me, and for about two weeks after that I didn't do any work. I just sat there every day and stared at this art. It was unbelievable.

Did you swipe it?

I certainly went over a line you shouldn't cross. But I didn't have anything on my board; I didn't trace; I didn't use a light table. I'm not sure you can say I'm "guilty" of swiping, and I'm certainly not guilty of the motives that some people ascribed to me at the time. Still, even if you do it by osmosis, even if you do it inadvertently because you've become incredibly influenced, when you cross the line, you cross the line. Whatever the reasons. When all the fuss started, I was appalled, because I was pretty much blind to it when I was doing it.

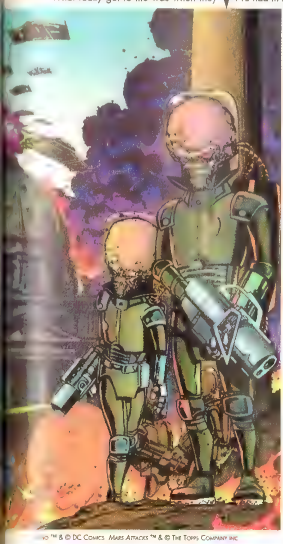
What really got to me was when they said, "Well, he did this to enhance his reputation." Hey, when I did that stuff, man, my star sank real fast. Nobody liked it, except for a handful of people. It got to the point where the only work I could get was the last few issues of *Hex*, that book where they stuck Jonah Hex in the future. It was damned near career suicide.

You're saying that...

I'm saying that people assume I had a choice in this matter. I had no choice: I had to do it. I could no more ignore what I felt, than I could ignore breathing. It became part of me.

Let's talk about some of the things you've been doing lately.

Mars Attacks, (the recent mini-series) from Topps, is something I am very proud of. I am really pleased with the way that turned out. It was just a joy to work with [series artist] Charlie Adlard, who just nailed the artwork. In fact, he's inking my pencils on the Lunatik feature I'm doing for Marvel, and he may be the best inker I've ever had work over me. The whole *Mars Attacks* project went wonderfully. It was one of the best experiences I've had in my career.



...o ™ & © DC Comics. *Mars Attacks* ™ & © The Topps Company Inc.

I guess it's safe to assume, then, that you're interested in doing a sequel?

We are talking about a sequel, and I am very interested in doing it. However, I've convinced myself that any sequel has to be better than the first series or I have no right doing it, so we'll have to see.

You mentioned Lunatik for Marvel. That's been running in *Marvel Comics Presents* #173–#176.

I'm doing that with Lovern Kindzierski, who's been known primarily as a colorist, and I think everybody is now finding out he can really write, too. We've totally reworked the character. He's like Lobo in that he's this testosterone-driven madman, but we grafted on what I call a "Frasier Crane" personality to him, so that he aspires to be more than he is. Lunatik thinks he's this highly cultured individual, but his tastes run to things like Elvis portraits on velvet.

You've also been doing some books for Dark Horse in the company's Comics' Greatest World lineup.

Dark Horse is a very exciting company right now. I'm doing *Agents of Law* for them, which starts in March. Dan Lawlis has done some breathtaking art for that book—if you think he was good on [CGW's] *Barb Wire*, you ain't seen nothin' yet.

You've been doing books for Image Comics, like *Freak Force* for Erik Larsen and *Legend of Supreme* for Rob Liefeld's Extreme Studios. I presume that's another good situation for you?

Oh, yeah. I had done *Bloodstrike* [#4-#7], but I just couldn't relate to the characters at all. Then I mentioned to [Extreme editor] Eric Stephenson that I did have some ideas for Supreme, and they told me to give it a shot. I brought in Bob Fleming to do the script, and we developed this story that starts out as a standard Supreme story and soon turns into a real horror story. We don't violate anything that's already known, but we reveal a couple of nasty little things that nobody knows yet. They liked it enough that they created a new title for us rather than do the story in the regular book.

There were some pretty controversial scenes in those *Bloodstrike* issues, including one where Supreme violently obliterates the team. Based on the negative reaction that book has gotten, do you think that in hindsight, a warning label should have been placed on the cover?

COMICS' GREATEST WORLD

***Division 13*, the title that Keith Giffen is currently writing for Dark Horse Comics's superhero line, Comics' Greatest World, will end with issue #6 in May.**

"When the book ends," says Giffen, "we'll have finally resolved the whole Lamb-Carolyn situation and sown the seeds for some of the characters to move into my new book, *Agents of Law*, which starts in March. *Agents of Law* will star the very nasty villain, Law, who was introduced in *Division 13* #1, and the characters who move on will be part of a resistance movement against Law's regime in [the city-state] Golden City.

"Law has a tendency to make enemies—when he annexes California and declares it an independent country, for example, he makes a lot of them. He will be the most reprehensible character wandering around out there."

Giffen will also be doing the plotting and writing for a new, as-yet unnamed Dark Horse title similar to Marvel's old *Tales of Suspense* books, in that the book will be divided in half and feature two separate storylines. "Moving Targets" and "The Adversary" will both take place in Cinnabar Flats and deal with a sentient eco-system that begins to take control of everything.

—Jack Curtin

Hmm. I don't know. That's odd, because I was the one who went in and insisted that a mature readers label was slapped on the Lobo books; otherwise I'd have taken my name off the books. But looking at it now, with the fact that all books out there are like that, it seems to be what's expected. I'm always gonna go for how I'd apply it to my kids. If not a warning label, a label of content. And to be honest with you, I'm almost ashamed to admit, it never crossed my mind when I was doing it. I just wanted to see how far I could push the envelope

You're also taking over the plotting chores on the new series for Dave Cockrum's old team, The Futurians, for Extreme in April, with artist Marat Mychaels. What are you planning with that one?

I don't want to go in and tear it up to pieces, and disregard everything that Dave did [with the characters]. So what I'm doing is taking the events [of the previous Marvel graphic novel and Lodestone Publishing title] and just shuffling them a little bit—giving them a little bit of what everyone seems to be calling that '90s twist. The best way to describe the Futurians is a solid, superhero team that really has no pretenses to be anything else other than a superhero team. Some superhero teams come together for the altruistic motives, and some come together because they've got no place else to go and they're outcasts. These people had no choice. They were conscripted by this one guy. So the guy behind the scenes is a real manipulative bastard.

Ambush Bug, Lobo, and the Heckler all belong to DC Comics, of course, but your character Trencher is all yours. Will we see Trencher again?

I like the character a lot, because he's unique. I don't think there are many celestial repo men around. At Blackball, though, we just couldn't get the books out there and into the shops. The character is definitely not dead. I do intend to do *The Trencher Guide to Comics* eventually, and report the results of the "Biggest Jerk in Comics" contest.

Two final questions. Do you think you'll ever work at DC again?

I certainly bear them no ill will, and I hope everyone there feels the same about me. I'm angry about some of the things that happened, sure, but they happened and now it's over with. Time sort of smooths out the memory of things. I guess the only answer is, we'll see what happens.

And finally, is there one classic character in comics you'd like to try your hand at?

Captain America, without a doubt. He's just a great character, and I have so many stories to tell. I can sit here right now and run the entire first year in my head. I'd probably start muddying the issue as to whether or not that's Steve Rogers under that mask. A little conspiracy theory is always good for certain books. I'd definitely play down that "man out of time" bit. For God's sake, he's been thawed out for 20 years now. Grow up. Stop whining. Yeah, Bucky's dead. You're here. Deal with it.

Yeah, I want Captain America

Jack Curtin, a freelance writer based in Philadelphia, Pa., remembers "the last few issues of Hex" and figures that Keith Giffen has more than paid his debt to society

LEGEND OF SUPREME

As Keith Giffen notes (see interview), when the folks at Extreme Studios saw the plot that he and his favorite collaborator, Robert Loren Fleming, proposed for a Supreme mini-series, they immediately expanded their commitment to an ongoing monthly series, giving birth to *Legend of Supreme*.

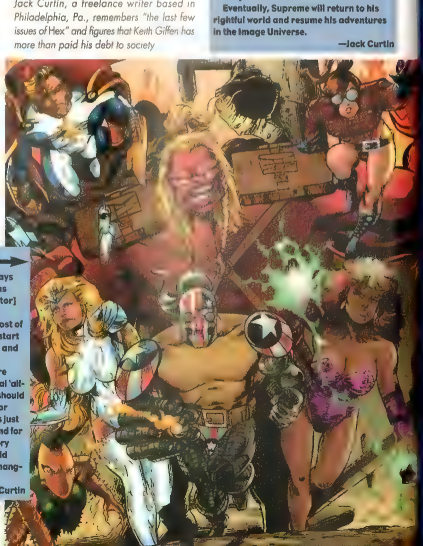
"The original mini-series that Bob and I did makes up the first three issues of the book," says Giffen. "This first storyline is a very dark one, where we discover that there is a lot more to Supreme than anyone has guessed. When it's over, people will be looking at him in a new light.

"Then, in issue #4, we have a complete change of pace. It is extremely funny—sometimes I think it should have been an Ambush Bug story rather than a Supreme story—and co-stars Bloodwulf from [1993's] *Darker Image* #1. I hope that issue will send a clear signal to the readers: don't try to second guess us on this title. We'll be doing the unexpected a lot."

That fourth issue begins a string of adventures in outer space, after which Supreme will return to Earth, only to find that it is not the Earth he left. "We're borrowing Alan Moore's 'Cosmic Waiting Room' concept, and we'll pass Supreme through there to put him on an Earth without superheroes."

Eventually, Supreme will return to his rightful world and resume his adventures in the Image Universe.

—Jack Curtin



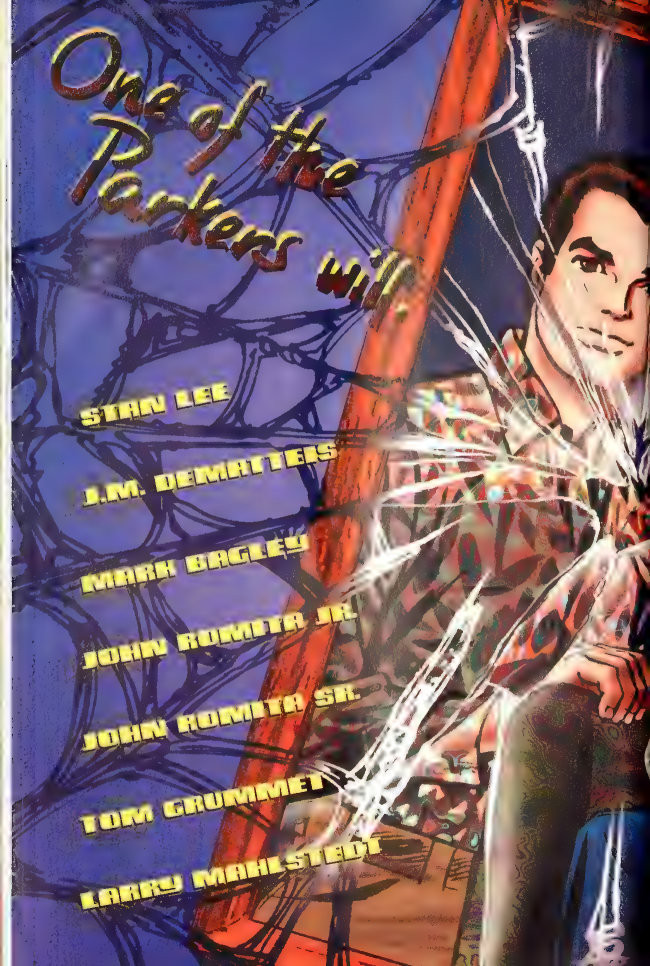
FREAK FORCE

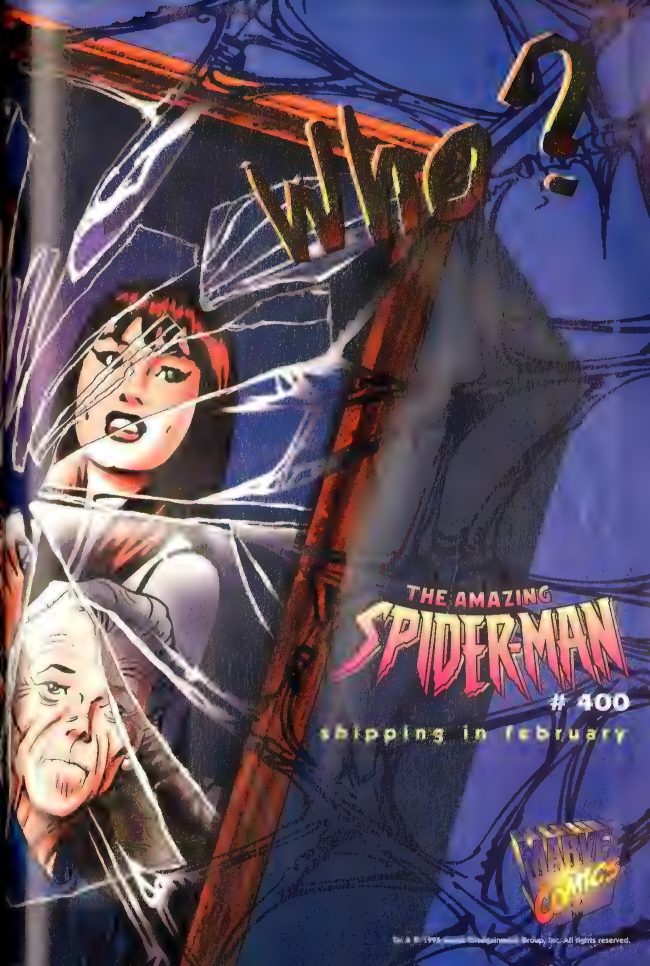
***"Freak Force* is just a great book to do," says Keith Giffen, "because it's a very spontaneous sort of process. Erik [Larsen, the series creator] and I will get together and chat about a few things, toss some ideas around, and then, most of the time, I'll just take the bit in my teeth and start churning it out. After a while, he'll call me up and ask, 'Did we talk about this?'"**

That said, Giffen acknowledges that there are some plans afoot for 1995. "We have this special 'all-slaughter' issue planned for #13 or #14, which should be out around the time of this issue of *Wizard*, or perhaps a little later. We have this villain who's just going go through Freak Force like a scythe, and for just a little while there, the book stops being very funny. Also, by the end of the summer, we should have resolved all the subplots that have been hanging around for God knows how long."

—Jack Curtin

Who will die in the web of death?


One of the Parkers will
STAN LEE
J.M. DEMATTEIS
MARK BAGLEY
JOHN ROMITA JR.
JOHN ROMITA SR.
TOM GRUMMET
LARRY MAHLSTEDT


WHO ?
THE AMAZING
SPIDER-MAN
400
shipping in february
MARVEL COMICS
TM & © 1995 Marvel Entertainment Group, Inc. All rights reserved.

Moon Shot

MOON SHOT

The comic book featuring off-world explorers and outer space experiments. *And it's all true.*

By Ruth Morrison

Space: the final frontier. No, no, it's not another *Star Trek* comic; in fact, it's quite the opposite. Pepper Pike Graphix is taking you on a voyage back to the beginnings of space travel and all the problems associated with it, in the company's new comic *Moon Shot*, now available in stores.

If your favorite comic shop doesn't carry this wondrous tale, though, you might consider checking your local museum gift shop. See, here's the kicker about this book: *it's all true*.

Written by D.C. Agle with art by comic veteran Alfredo Alcala, *Moon Shot* is the story of the 1969 Apollo 12 mission, the second of the eight successful American lunar landings. According to Nancy Conrad, editor-in-chief of Pepper Pike Graphix and wife of Apollo 12 astronaut Captain Charles "Pete" Conrad Jr., most people don't know there were missions beyond Apollo 11, "but Apollo 12 was the first time scientific experiments were performed off the planet."

One of Apollo 12's main assignments—which you'll learn from reading *Moon Shot*—was the deployment of A.L.S.E.P. (Apollo Lunar Surface Experiments Package), the first full-fledged scientific station to be set up on another world. It operated until 1977, when budget cuts shut it down.

Apollo 12 wasn't a mission short on drama, either. Oh, sure, Apollo 11 astronauts Neil Armstrong and Buzz Aldrin were the first to soil their boots with moon dust, but Apollo 12 proved space travel was no fluke, and assured America and the world that to boldly go to the moon and

MOON SHOT ™ & © PEPPER PIKE GRAPHIX

beyond may not be an easy task, though one definitely within human reach.

Anyway, Neil and Buzz had it easy. They weren't hit by lightning about 30 seconds off the pad while sitting on an atomic bomb's worth of fuel, as Apollo 12 was. *Moon Shot* mentions that it was Conrad's decision alone to continue onward, knowing quite well that the spaceship could fail thanks to Mother Nature's electrical shock. This meant he and his two fellow astronauts—and friends—Richard "Dick" Gordon and Alan "Al" Bean, would die if his decision were wrong. How did that feel, and what was it like? And just how did they go to the bathroom up in space? Read the comic; it's all there

"We decided to do [a book about] Apollo 12 because we could get all three astronauts: Pete, Al Bean, and Dick Gordon," says Agle. "They all looked it over and made sure it was correct." This made for a longer creative process, but the people at Pepper Pike Graphix are confident that the book is both entertaining and technically sound

"I think we did a phenomenal job," Agle exclaims

The idea originated with *Moon Shot* writer and Pepper Pike Graphix co-founder Agle. While visiting the Smithsonian Aerospace Museum, he noticed a kid doing what kids do (ask questions) and parents doing what parents do (try to answer their kids even when they have no clue what they're talking about). Agle suggested to the parents that they purchase informative books at the museum gift shop and give them to their kids.

A mother looked at Agle almost disgustedly. "My kids," she told him, "read nothing but comic books."

"I remembered how I read an *A Tale of Two Cities* comic book for an English test," says Agle, "and getting those Scholastic comic books in school. These made learning easier, and more interesting. I thought someone should do something [illegible] want to read, and would tell them the story."

Agle decided to give it a go [illegible] "I didn't know anything about comics. I didn't grow up with them. I grew up reading about pilots and astronauts. To me, they were the real heroes: Charles Lindbergh, Neil Armstrong and Pete Conrad. It's great to have a fantasy life about things that will never be, but these guys did it for real

"I pitched this idea to every single comic publisher, and they all told me to take a hike." Then Agle met Conrad himself.

"I told Pete I would like to write a book about him." The initial idea did not appeal to the captain. "People have come to him a great deal," explains Agle, "asking him to do memoirs, but he is still living his life." Conrad didn't think the world needed another thick book about the moon trip that only space enthusiasts would buy. "He doesn't have the desire to preach to the church choir."

But then Agle said the magic words: he wanted it to be a comic book. That made all the difference. "His eyes lit up!" Agle recalls.

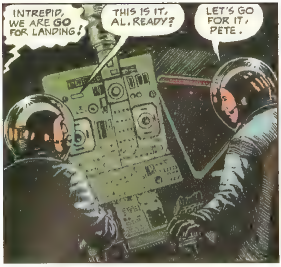
Declares Conrad, "Every astronaut has, is, or soon will be writing the same story about the same old stuff for the same old audience, but a comic book—that's different!"

Conrad was told of the project's inability to attract a mainstream publisher. "I said I tried, and nobody would take it," says Agle, who had thought this meant the end of the project. What was the response of the third man to lunar walk, the first to bring country music into space, and admitted fan of Flash Gordon, Buck Rogers, and Batman? "With that kind of attitude, we couldn't have gotten to the moon." The company rocketed from there.

Helping to create Pepper Pike Graphix wasn't a big stretch for Conrad. He has always been out there talking to people and promoting the space program. "Always, always, always," insists his wife, Nancy, who is the company's third co-founder, along with Agle.

WHY WASTE TIME READING ABOUT IMAGINARY SPACESHIPS THAT LAUNCH ALL TOO EASILY OUT OF CONVENIENT UNDERGROUND HANGARS, WHEN YOU CAN READ ABOUT THE REAL DEAL? *AND YOU MIGHT ACTUALLY LEARN SOMETHING!*

SUDDENLY, AT T-PLUS 36 AND 53 SECONDS, THE EXPLOSIVELY FUELED SATURN V ROCKET, IS STRUCK BY ***BOLTS OF LIGHTNING!***



"He's still working, and that's one of the best messages that he teaches. Don't look back; look forward."

"I don't sit around thinking about what I did," says Conrad, "I sit around thinking about what I'm going to do."

So who has Captain Pete reached thus far? Well, in Roger Stern's novel, *The Death and Life of Superman*, the world's biggest Boy Scout remembers an inspirational talk given to him by none other than Pete Conrad. Supes recalls hearing Conrad made him wish to fly off and explore space.

"I don't know where that came from," laughs Nancy, "but Pete has spent a lot of time talking to youngsters worldwide. He has inspired a lot of young people; it wouldn't surprise me if he could teach Superman a thing or two."

Batman was also big with the lunar crew: all three astronauts (Pete, Dick, and Al) had Corvettes. According to Nancy, "The *Batman* TV show was very popular then, and they used to zoom around and pretend their sports cars were Batmobiles." She laughs, "I think they all had fantasies about being Batman in space."

Nancy, however, was always a fan of other fictional heroes: Wonder Woman ("She was my kind of gal"), Superman ("He was a young girl's ideal, and he could save you from bad dudes"), Dick Tracy, Terry and the Pirates, and the Smurfs. "Comic books are such an exciting place to interact," asserts Nancy. "All your sensory perceptions are cooking when you read one."

Upcoming releases from Pepper Pike will be books about Apollo 13 (also to be the subject of a feature film), the Space Shuttle (shipping in February 1995), the Thunderbirds (the U.S. Air Force's Flight Demonstration Team), and the Blue Angels (the Navy's Flight Demonstration Team). The latter two will come out in the summer of 1995, the Department of Defense and Pentagon willing. "All the comics have the participation of the people who were really involved," Nancy declares. "The real superheroes."

A portion of the profits from Pepper Pike Graphix goes to the Mercury 7 Foundation, which, according to Agle, benefits "space education and scholarships, and provides things for people interested in the sciences."

"A hundred years from now, we are not going to be talking about athletes," predicts Agle. "We are going to be talking about Neil Armstrong, Alan Shepherd, and Pete Conrad. The people we look up to in our history are not the athletes; they are the explorers, the scientists, the innovators."

And if the comic isn't enough for you, keep an eye out for the "Captain Pete" patch, and the "Captain Pete" Poster. In addition, "We are talking about trading cards," says Nancy. "Pete and I are working on a project that is evolving into a feature film. We are also working on a video; it's 'edu-tainment.' It features 'Captain Pete' zooming around on roller blades. That's where we're headed. Whether or not we get involved in CD-ROM—well, it's not an *if*, it's a *when*.

"I decided clear back in my youth that you could do it all," Nancy says. "Wonder Woman taught me that."

Ruth Morrison is a freelance writer based in New York.

AT TOP: CAPTAIN PETE TELLS IT LIKE IT IS, 'CAUSE HE WAS THERE! BELOW: CONRAD "BACK IN THE DAY," AND NOW (INSET).

MIKE GRELL'S CLASSIC SAGA...
THE WAY IT WAS *MEANT* TO BE!

STARSLAYER

The Director's Cut

FIRST ISSUE!
ALL-NEW STORY & PENCILS BY MIKE GRELL

WINDJAMMER

EIGHT ISSUE MINISERIES
TWICE EACH MONTH
STARTING THIS FEBRUARY

TOYING

around • around • around • around

WITH SEAN AUNE

BATMAN RETURNS AGAIN

Hoping to continue the excellence of Kenner's *Batman, The Animated Series* line, the company has announced that there will be three new figures released in early 1995. Coming in January are Bola Trap Robin, complete with whirling battle blades, and the long-awaited Bane, with bodyslam arm action and a "venom" tube. The final figure soaring into stores is Glider Robin, which comes with a secret wing jet pack and firing claw, and should be out in stores in February. Other '95 releases include Rapid Attack Batman and Tornado Batman, both with funky contraptions included.

By the time you read this, *The Tick* figures, from the company of Bandai America, should be shipping to the stores. Based on the comic series by writer/artist Ben Edlund, which debuted in 1988, and was recently adapted into the Fox network's animated series, this toy line promises to be quite successful.

For those unfamiliar with the Tick, he is a seven-foot-tall escaped mental patient, who weighs in at around 400 pounds. The Tick often succeeds by luck rather than skill, but along with his sidekick Arthur, a bungling accountant in a moth suit, the two protect their home, simply named The City.

The first 10 figures you can expect to see will be three-inch figures of the Tick, Arthur, American Maid, the Human Bullet, Sewer Urchin, Chairface Chippendale, the Crusading Chameleon, El Seed, Dean, and Dyna-Mole.

In January, Bandai will be shipping 10 six-inch figures which will all come with action features. The six good guy figures are:

Bounding Tick—with springing legs to make him leap.

Fluttering Arthur—with button-activated, wing-flapping action

Cape-Furling Die Fledermaus—who strikes a masterful pose.

Sewer Spray Sewer Urchin—who sprays water.

Projectile Human Bullet—who shoots off his gold bullet head.

Man-Eating Cow—who reveals the remains of his most recent meal...or is it just a case of "foot-in-mouth" disease?

The four bad guys to be on the lookout for are:

New Batman figures include (left to right) Rapid Attack Batman, Bola Trap Robin, Bane, Tornado Batman, and Glider Robin

Death Hug Dean—with hugging, crushing arms.

Exploding Dyna-Mole—whose head blows off to reveal his true gritty self.

Grasping El Seed—with moveable tendril "hands."

Dinosaur Nell—A green dinosaur with a human head, whose body doubles in size.

In the spring of 1995, Bandai will also be releasing six wind-ups, each with its own wacky action:

Hard Drivin' Tick—who rides in his "Tick-mobile." When you wind him up, he uses his hands to accelerate the wheel action.

Wing Flutterin' Arthur—who flaps his wings as he rides his scooter

Cannon Human Bullet—who pops out of his cannon after going a certain distance.

Submarine Sewer Urchin—who keeps a watchful eye out as he navigates his submarine.

Crop Dustin' El Seed—who rocks his crop duster from side to side.

Time Bomb Dyna-Mole—who carries out his explosive threat.

And the final piece of the *Tick* line, as it stands right now, is a 16-inch talking Tick figure. You can expect him to say such things as "Spoon," "I am the Tick," "Keen," "Naughty spawn, you face the Tick," "Oh, gross," and "Evil is afoot!" So, be on the lookout for all these sure-to-be-cool toys!

Guns Ablazin'

Back in October, Toys R' Us announced that it would be changing its corporate policy on carrying realistic-looking toy guns. This stems from children repainting the guns to make them look more realistic, as compared to the brightly colored plastic that they originally came in.

Toys R' Us was instrumental back in 1987 in getting the toy industry to start coloring the toys in bright colors in order to make it easier for police officers to distinguish them from real ones. Criminals got the idea, though, to paint the ends of their guns orange to resemble the toy ones, and children painted their fake ones to look more realistic.

Now Toys R' Us Chief Executive Officer Michael Goldstein has announced that his company has stopped purchasing all realistic-looking guns that could be altered. These items include western-style rifles and guns, plastic handguns, and other guns that can be modified.

Goldstein was quoted in a recent press release as saying, "The issue is the potential harm that these products pose to children and others. We believe that by taking this step, we can help raise awareness and encourage manufacturers and other retailers to join us in the effort."

What consequences this decision will have on comic book-related toys is not apparent right now, but it shouldn't have too much impact. After all, it's not too easy to alter a *Star Trek* phaser to look like a modern, realistic gun

BACKGROUND ART TM & © EQUINOX

The Good Doors from the hit TV cartoon show The Tick (left to right): Sewer Spray Sewer Urchin, Projectile Human Bullet, Fluttering Arthur, Rounding Tick, Man-Eating Cow and Cape-Farting Die Fledermaus.

The Tick's Bad Doors (left to right): Drooping El Seed, Death Hug Dean, Exploding Dyna-Mole, and Growing Dinosaur Neil.

They also come in Wacky Wind-ups, too! From left: Time Bomb Dyna-Mole, Cannon Human Bullet, Hard Drivin' Tick, Wing Flutterin' Arthur, Submarine Sewer Urchin, and Crop Dustin' El Seed.

Etc.

Rumors abound that Hasbro will be putting out Mortal Kombat figures, based on the popular (and highly bloody) arcade game. The line will tentatively consist of eight characters, complete with firing weapons, realistic martial arts accessories, and cool "ninja action" moves, as well as secret game tips. There should also be several vehicles, including a cycle with Kano figure, MK-1 Battle Boat with Reptile figure, and the Dragon Wing Sailing ship with a Shang Tsung figure. Final reports show 12 inch fully poseable action figures, complete with weapons and temporary tattoos. More details and confirmations to come.

Some rumors that can finally be confirmed, however, include the one that Playmates will have a *Star Trek: Voyager* line ready to ship very close to the premiere of the television series.

Zen, The Intergalactic Ninja should have a movie coming out around December of 1995. While Just Toys, manufacturers of the *Star Wars* bendies, has had the license in the past for this property, it has not been announced yet if the company has the license for the new movie.

James Bond 007 will be returning in December 1995 with a new movie entitled *Goldeneye*. LCI, the company that has the power to sell the rights to the famous secret agent, is presently looking for a toy company to launch a new toy line based on the movie. More on this as it develops.

Rumors have floated around for years that a major toy company has had the rights to Judge Dredd. Will this toy line finally materialize along with the new Sylvester Stallone movie set to come out in summer 1995? Let's see what shows up at Toy Fair '95.

Another Burning Question

A question that seems to pop up a lot in the Toying Around mailbag is: If you find an action figure mispackaged, is it worth more? Tough question, but first let's cover some of the more common packaging mistakes.

Probably the number one problem in packaging is a figure ending up on the wrong card—like an X-Men figure ending up in a Spider-Man package, or vice versa. You can also end up with figures packed upside down, sideways, or any which way. Whenever mistakes like this happen, they are called "fidos." Where this word came from is a mystery, but it is a commonly accepted term.

Very rarely does this type of error increase the value of the particular figures, but there are some people who like to collect this sort of item. These mistakes are bound to happen in any toy line, and it can be fun hunting them down, if you wish to keep your eye out for them.

Do you have a question that you feel could be answered in these pages? Then send it to: Toying Around, c/o Wizard Press, 151 Wells Avenue, Congers, N.Y. 10920-2064.

Please note, though, that Homemade Heroes pictures should be sent to "Homemade Heroes, c/o Wizard Press" and NOT to "Toying Around."

That's it for this month. Be here next month as we begin our pre-Toy Fair warm-up! Until then...see you in aisle 7C.

Sean Aune is a freelance writer and owner of Splash Page Comics and Toys, a store in Kirksville, Mo.

HOMEMADE HEROES

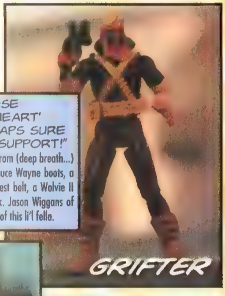
For taking a bunch of run-of-the-mill toys and crafting such spectacular home-made versions of their favorite characters, everyone whose figure sees print this month wins a two-character set of Toy Biz's Steel Mutants X-Men figures, a copy of *Hulk* #418 signed by Peter David, and a copy of *The Ray* (ongoing series) #1 signed by Joe Quesada. The Second Prize winners win all of that neat stuff plus a set of the 10-inch Toy Biz Wolverine, Sabretooth, and Cyclops figures, and a copy of *The Kindred* #1 signed by Brandon Choi. The Grand Prize winner wins all'a that stuff *plus* a limited edition, hand-painted Savage Dragon statue by Clayburn Moore. Congrats to all!

THE ARENA FOR FAN-MADE ACTION FIGURES.

"GEE, MATH CLASS IS HARD." Polaris, here, was made from some female He-Man-type figure from Mattel. Eva Burgess of Louisa, Ky. did the honors on this one.

POLARIS

"BOY, THESE 'CROSS MY HEART' BANDOLIER STRAPS SURE GIVE ME EXTRA SUPPORT!" This WildC.A.T.s guy was made from (deep breath...) a Gambit body, Dark Knight Bruce Wayne boots, a Ninja Turtle belt, a Cable III chest belt, a Wolvie II gun, and a T-shirt for the mask. Jason Wiggans of Winchester, Ind. made the most of this li'l fella.



GRIFTER

"THANKS!" SPECIAL SHOUT-OUT TO ERIK LARSEN AND CLAYTON MOORE FOR THE DRAGON STATUE!

"...MADE FOR A WOMAN," MY ASS! MY PITS FEEL LIKE I SHAVED 'EM WITH A CHEESE GRATER!" Marshall Brooks of Detroit, Mich. cranked out Warlock here from a Banshee figure, Stryfe's cape, and a Mattel He-Man figure belt. It's too good a rendition for a poor slob who gave up the Infinity Gauntlet.

ADAM WARLOCK

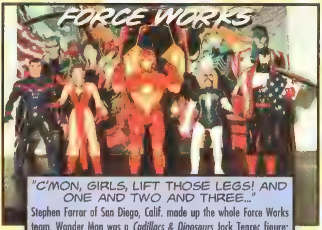
"I AM *TOO* A REAL SUPERHERO!" Tim Webster of Cedar Springs, Mich. made Doc Mirage from a Gambit body (boy, that Cajun sure is popular), Dark Knight Bruce Wayne boots, and a custom-made jacket.

DR. MIRAGE

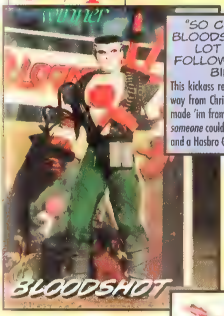
"I'M NOT JUST THE PRESIDENT, I'M ALSO A CLIENT." This Gen^{13} guy, Grunge, was made from a mysterious *Cadillacs & Dinosaurs* figure by David Acuna of Lennox, Calif.

GRUNGE

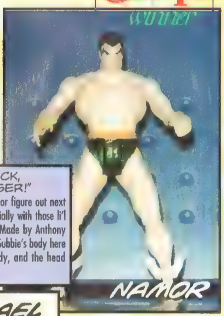
POLARIS & ADAM WARLOCK ™ & © MARVEL ENTERTAINMENT GROUP. GRIFTER & GRUNGE ™ & © ANDY BIRO DBA MYTHIC PRODUCTIONS. DR. MIRAGE ™ & © [illegible]



"C'MON, GIRLS, LIFT THOSE LEGS! AND ONE AND TWO AND THREE..."
Stephen Farrar of San Diego, Calif. made up the whole Force Works team. Wonder Man was a *Cadillacs & Dinosaurs* Jack Tenrec figure; Scarlet Witch was a *C & D* Hannah Dundee figure; Iron Man was, well, a Toy Biz Iron Man; Spider-Woman was a Kenner Catwoman, and USAgent was a Toy Biz Cap. Great job, Stephen!



"SO C'MON DOWN TO BLOODSHOT'S USED CAR LOT ON I-95. JUST FOLLOW THE CHROMIUM BILLBOARDS!"
This kickass rendition of Bloodshot comes our way from Chris Miller of Fullerton, Calif. Chris made 'im from a Toy Biz Colossus figure (glad *someone* could find good use outta that thing), and a Hasbro C.O.P.S. rifle.



"QUICK, QUICK, PULL MY FINGER!"
Ah, so what if there'll be a Namor figure out next year? This guy looks cool (especially with those li'l wingie thingies on his ankles). Made by Anthony Ordinario of Santa Clara, Calif., Subbie's body here was originally a Weapon X body, and the head belongs to Kane II.

"OK, BACK HER UP A LITTLE MORE, AAAND...STOP. UH, STOP! HEY, STARRRGH***!"
Azrael here was crafted by Paul Collins of Tustin, Calif., and was made from a Wolverine II body, a felt cloak, and sandwich bag twistie-ties for the flame effects. Way to go, Paul!

If you're interested in entering the homemade figure contest, send your photo entries to:
Homemade Heroes
c/o Toying Around
151 Wells Ave.
Congers, NY 10920-2064
And hey, no Polaroids, take close-up, full-figure shots, and make sure you focus, dammit!

FORCE WORKS & NAMOR ™ & © MARVEL ENTERTAINMENT GROUP
BLOODSHOT ™ & © VENGEANCE COMMUNICATIONS INC. AZRAEL ™ & © DC COMICS

WIZARD

First Quest

DON YOUR ARMOR AND LOOSEN YOUR SWORD, 'CAUSE YOUR BUDDIES AT TSR AND *WIZARD* ARE TEAMING UP TO SEND YOU INTO THE UNKNOWN, WITH NOTHING BUT YOUR WITS AND SOME GOOD HITPOINTS TO FACE ALL SORTS OF BIG FREAKIN' MONSTERS.

Grand Prize

(Nine winners):

Nine adventurers beat the odds and stride off with a boxed set of TSR's First Quest, complete with audio CD, adventure maps, gaming miniatures, and all the neat stuff you need to lop off dragon heads and swipe some booty!

SO WHO DO YOU HAVE TO SQUISH WITH A BIGBY'S CRUSHING HAND TO WIN? NOBODY. ALL YOU GOTTA DO IS FILL OUT THE OFFICIAL FIRST QUEST ENTRY COUPON BELOW, THEN MAIL THE WHOLE THING OFF TO:

First Quest Contest
c/o Wizard Press
PO Box 118
Congers, NY 10920-0118

YER DEADLINE'S MARCH 31, 1995—MISS IT, AND YER TOAST!

Official First Quest Coupon

CONTEST

I am:

NAME (PLEASE PRINT CLEARLY) DATE OF BIRTH

HOME ADDRESS

CITY STATE ZIP

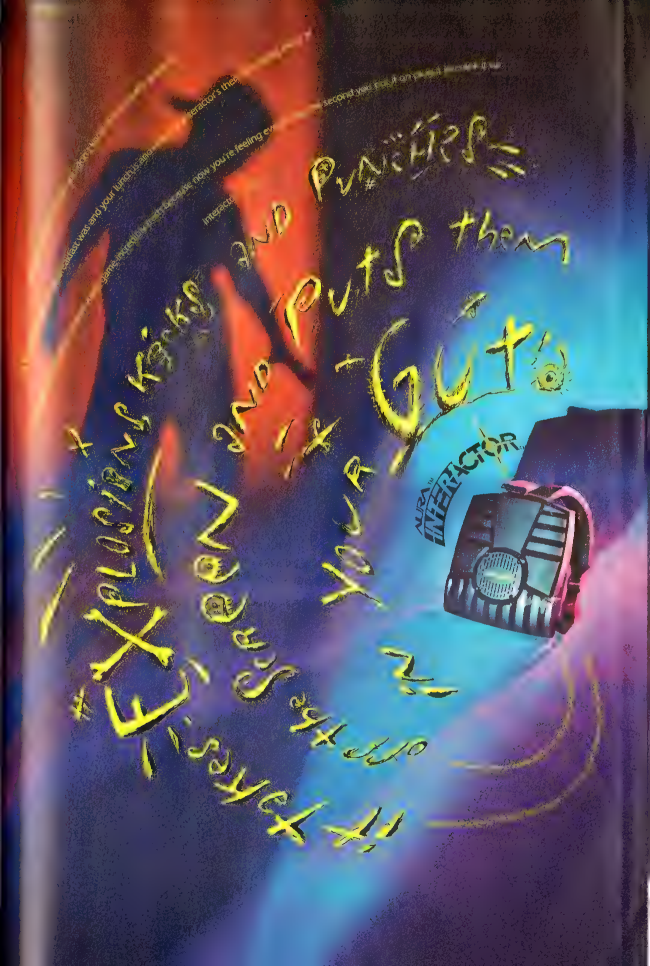
PHONE (DON'T FORGET YOUR AREA CODE)

Ye Itty Bitty Legal Crap

No purchase necessary. Contest is open to anyone except employees of Wizard Press, TSR, their immediate families, and alla them no-good Drow scumbags (except Drizzt—he's a nice Drow). Print your name, date of birth, address, city, state, zip code, and your telephone number with area code on the official entry form, a three-by-five-inch index card, or a standard postcard. Enter as many times as you like. Mail each entry to First Quest Contest, c/o Wizard Press, PO Box 118, Congers, NY 10920-0118. No mechanical reproductions will be accepted. All entries become the property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. How bad must Hobbit feet smell? All entries must be received at contest headquarters by March 31, 1995. Wizard Press is not responsible for lost, late, misdirected, or multiplied entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winners will be selected in a random drawing from all properly completed entry forms received at contest headquarters. The random drawing will be conducted on April 3, 1995 by Wizard Press.

For a list of winners, available after April 21, 1995, send a stamped, self-addressed envelope to First Quest Winner, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep watching Wizard!

FIRST QUEST ™ & © TSR INC.



It takes: EXPLOSIONS KICKS AND PUNCHES =
off the SCREEN AND PUTS them
IN YOUR GUTS
INTERACTOR

"RAMPAGE"

KEVIN VANHOOK

SEAN CHEN

DICK GIORDANO

JESSE "HURRICANE" BERDINKA

TOMMY LEE EDWARDS

JANUARY 1995

BLOODSHOT™ #27

SECRET WEAPONS™ #20

BLOODSHOT™ #28

SECRET WEAPONS™ #21

BLOODSHOT™ #29

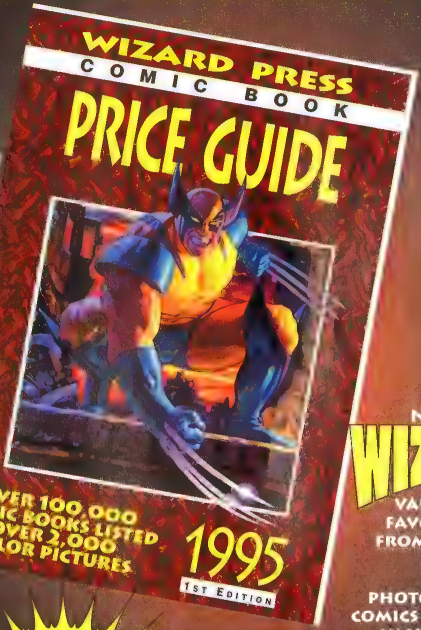
VALIANT.

THE ULTIMATE KILLING MACHINE

ACTIVATED

©1994 Voyager Communications Inc. BLOODSHOT © & TM Voyager Communications Inc. SECRET WEAPONS © & TM Voyager communications Inc. All rights reserved

OVER 50 YEARS IN THE MAKING!



NEW FROM WIZARD®

VALUES OF YOUR FAVORITE COMICS FROM THE GOLDEN AGE TO NOW!

PHOTO HISTORY OF COMICS FROM IMAGE, VALIANT, MALIBU, DARK HORSE, TOPPS, HARRIS, BONGO, DEFIANT, AND MORE!

TONS OF FIRST APPEARANCES.

HOW TO GRADE.

HOW TO STORE YOUR COMICS.

FREE 4 AWESOME MARVEL X-MEN TRADING CARDS!

CYBLADE

CYBLADE and TEMPEST ™ & © Tempest Productions.
[illegible] ™ & © William Elliott Tucci. All rights reserved.

KA POW SPLAT! WHIP! BLAM!!!
FOOM! THOOM! SNIKT SPLASH

WE SPEAK
THE LANGUAGE!

WIZARD™
THE GUIDE TO COMICS

BOOM

THE CAPTAIN AMERICA CONTEST

WOULDN'T ORIGINAL CAPTAIN AMERICA ARTWORK AND 10 FREE SUBSCRIPTIONS TO YOUR FAVORITE MARVEL COMICS COULD BE IN THE STARS!!!

But you've got to earn your stripes if you want to win it big. Seven questions await your fevered fan-atticism. Answer them correctly, and you'll automatically be entered into a drawing to receive one of ten subscriptions to *Captain America* for one whole year! All entries will also be entered into a grand prize drawing where you can win...

Grand Prize: A subscription to *Captain America* plus your choice of 9 other subscriptions to any Marvel Comics and a full page of original art from an upcoming issue of *Captain America*

[illegible]: *Captain America Marvel Masterworks* signed by Stan Lee, a subscription to *Captain America*, plus your choice of 3 subscriptions to any Marvel Comics.

[illegible] Prize: *Captain America Marvel Masterworks* signed by Stan Lee!

And if you know Cap, it's a snap! Just fill out the entire coupon including all questions and vital info, stuff it in an envelope and send to:

[illegible]
[illegible]
[illegible]
[illegible]

All entries must be postmarked by February 7th, 1995.

OFFICIAL CAPTAIN AMERICA CONTEST COUPON

1: Name the top secret project which transformed Steve Rogers into Captain America.

2: Which World War II villain continues to be Captain America's greatest enemy today?

3: Where did Captain America go after Bucky's death near the end of World War II and before he went into suspended animation in the frigid waters of the North Atlantic?

4: What current super hero was appointed by the Commission to replace Rogers as Captain America after he had resigned?

5: Name the real identity of the hero from question #4.

6: What team is Captain America currently affiliated with?

7: Which two heroes are attempting to pull Captain America out of the coma he is currently in?

Name: (Please print clearly)

Date of Birth

Address

City State Zip

Phone: (Don't Forget Your Area Code)

All entries must be received by Feb. 7th, 1995. [illegible] one side entry per envelope. No purchase necessary. Print your name, address, phone number and your telephone number with area code on the official entry form, on a 3 x 5 index card with the two answers. Contest open to US residents only, except in [illegible] of MARVEL ENTERTAINMENT GROUP and WIZARD PRESS, any affiliated companies [illegible] and advertising agencies and their families are not eligible. All entrants grant to the sponsors permission to use their likenesses in advertising and promotion for the contest. Winners will be drawn on or about Feb. 15th, 1995 and will be notified by telephone and/or mail. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the name of the contest winners and are non-transferable. Offer void where prohibited by law. MARVEL ENTERTAINMENT GROUP and WIZARD PRESS are not responsible for any late, mutilated, or misdirected entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Winners List available by sending a self-addressed stamped envelope to "Winners List - Captain America Contest", c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2044. Winners shall be responsible for all applicable taxes. Void where prohibited by law. Contest sponsored by MARVEL ENTERTAINMENT GROUP, INC. and WIZARD PRESS.

WIZARD

TM & © 1994 Marvel Entertainment Group, Inc. All rights reserved.

MARVEL COMICS

PALMER'S PICKS

A Comic Book Cocktail

It's safe to say that *Very Vicky* is unlike anything being done in comics today. While the typical comic book is described by the other comics it resembles, *Very Vicky* can best be explained as equal parts '50s screwball comedy movie, scathing satire of trendy teens, and celebration of the wonders of "responsible" drinking, with a small homage to the eternal coolness of Frank Sinatra thrown in for good measure.

Vicky Ocean, the sixteen-year-old star of *Very Vicky*, is a hip New York girl who goes to live with her aunt and uncle in Sandy Shores, Georgia, a small beach town that claims to be "The 'Buckle' in the 'Sun Belt.'" She's a bit out of place with the other beer-drinking, uncultured teens, but she manages to bring her own sensibilities to the rest of the small beach community in a unique fashion. In the short span of a handful of comic books, she's thrown the beach party to end all beach parties, with a guest list including Babblin' Louie Hubbard, God, and the Devil, been in the middle of a feud between the Shriner Lodge and the Jellyfish Lodge, and gone on a madcap chase for a pot of gold a la the classic movie *It's A Mad, Mad, Mad, Mad, Mad World*.

The bizarre situations in *Very Vicky* spring from the imaginations of writer John Mitchell and artist Jana Christy, a husband and wife self-publishing team. They split the creative chores on the book equally, but their collaboration tends to be a little closer than normal. As John explains, "I basically write a movie script. I'm the script writer and Jana's the director." He feels that working on *Very Vicky* with Jana is easy because "we tend to be the type of people who finish each other's sentences. It's easy because I don't have to tell her things she already knows."

Jana reinforces John's enthusiasm for the comic and their method. "I can't imagine working with anyone else. It's so hard for an artist to understand what the writer is trying to do, but with John it's much easier because it's such a group project. We talk about Vicky all the time, so we're really in on all the ideas together, and that really helps."

The title character was a direct output of this close collaboration, as John explains. "She sprang out of our minds. I came up with the name first before anything else, and the first time Jana drew her, she looked pretty much like she does now, except she wore boots." Boots or no boots, Vicky is definitely a recognizable character, with her distinctive, (mostly) black wardrobe and wry smile.

Most of the situations Vicky finds herself in are inspired by some of John and Jana's favorite things, including screwball comedies and Sinatra movies. In fact, the music industry's Chairman of the Board was the inspiration for the name of their self-publishing company, Meet Danny Ocean. "It's a double Sinatra reference. He made a movie, *Meet Danny Wilson*, and Danny Ocean was his character in the legendary film *Ocean Eleven*."

John reveals that their appreciation of Sinatra goes even further. "In the comic book, Vicky is supposed to be Danny Ocean's daughter."

Very Vicky reads like a movie, if such a thing is possible, because John believes that "comics are mainly a visual medium. A lot of people don't take advantage of it. I always get irritated when there's a little too much narration where it isn't needed. Sometimes it works, but you don't need a narrator to tell you there's a fight going on. I also don't like a lot of thought balloons. I prefer Jana's drawing to express what's going on."

Jana's artwork does a perfect job of conveying the madcap goings-on in *Very Vicky*. At first glance, her drawings seem simple, but there's more than just what lies on the surface. Upon subsequent readings, background jokes and details become apparent. Her artwork is so fresh because she cannot cite a comic book influence on her work.

With nothing more than biting, sarcastic writing, and eye-pleasing artwork, *Very Vicky* goes down like a smooth martini.

A section of the cover of *Very Vicky* #1.

By Tom Palmer Jr.

Above: Vicky does the Jackie Kennedy look. Top right: Floating Scotch on the rocks.

"If I'd have to name any influences," she says, "it would probably be children's books illustrators, like Ludwig Bemelmans, who did *Madeline*, and Ernest Shepherd, who did the *Winnie the Pooh* books."

In fact, before they started working on *Very Vicky*, Jana and John tried, unsuccessfully, to break into children's books. Obviously, that genre's loss is comic books' gain. *Very Vicky* is the talk of the industry, but John is a little wary of the attention that *Very Vicky*, and small press comics in general, have been getting recently.

"Look at punk rock," he says. "It sort of lumbered around for God knows how long. Most people didn't even know it still existed, but it took one small, marginally-talented band to be hyped, and suddenly it becomes pop music. But with comics, [the hype] will only get to a certain point. They still have a stigma they haven't gotten rid of. I think comics are misconstrued as too lowbrow for people who just read books, and too esoteric for people who just like watching TV. It's such an overlooked, in-between medium."

Very Vicky has been so well-received due to the fact that John and Jana keep it simple. With nothing more than biting, sarcastic writing, and eye-pleasing artwork, *Very Vicky* goes down like a smooth martini. And the best thing about it is that you won't get a hangover in the morning.

As always, please send any comments to me at Palmer's Picks, 151 Wells Avenue, Congers, NY 10920-2064, and send any unusual cocktail recipes to John and Jana at the Meet Danny Ocean address below. ★

PICK OF THE POINT

Drawn & Quarterly—This high-class anthology is one of the few publications that actually cares about and respects comics as an art form. With its lavish production values and commitment to publishing the finest work from North American and European cartoonists, *Drawn & Quarterly* gives comics the attention they deserve. Pick up the second issue, which is out now, at your local comic store, or send $5.95 directly to Drawn & Quarterly Publications, 5550 Jeanne Mance, #16, Montreal, Quebec, Canada H2V 4K6.

Tom Palmer Jr. is a freelance writer who is too young to order an Old Fashioned, and too old to order a Shirley Temple.

John and Jana's Recommended Reading: The fine folks at Meet Danny Ocean recommend these comics for your reading pleasure. So, sit back with a cocktail and enjoy.

Acme Novelty Library by Chris Ware from Fantagraphics Books; *Wolf and Byrd* by Batton Lash from Exhibit A Press; *Rare Bit Fiends* by Rick Veitch from King Hell Press; *Tyrant* by Steve Bissette from SpiderBaby Grafix & Publications; *Milk and Cheese* and *Dick Wad* by Evan Dorkin from Slave Labor Graphics; and *Fat Man the Human Flying Saucer* by the late, legendary C.C. Beck. As for *Fat Man*, John pleads, "Whoever owns the rights to this, please contact us!"

Tom's Recommended Reading

Very Vicky: *Very Vicky* is a black-and-white comic published on a quarterly schedule, and the sixth issue is in stores now. The first issue, published by Iconografix, is sold out, but Meet Danny Ocean recently published a second printing. Every issue contains a main story by John and Jana, and a series of back-up features, including multimedia collage strips by Gregory Damien Grinnell. All six issues can be ordered for $2.50 each from Meet Danny Ocean, PO Box 383286, Cambridge, MA 02238 (include $1 postage with your order). Make sure to check with your local comic shop before ordering.

The Very Vicky Happy Hour Collection: This is not a trade paperback, but a collection of the first five issues of *Very Vicky*, with a full-color, signed pin-up. If your local comic store is serviced by Diamond, Capital City, or Heroes World, then you can get your sweaty little hands on this collection.

Miscellaneous: *Very Vicky* has popped up in a few odd places recently. An original *Very Vicky* preview was published in *Cerebus* #187, and *GASP (Giant Anthology of Self-Publishers)* contains an all-new *Very Vicky* short story, as well as work from fifteen other self-publishers. All-new *Very Vicky* cartoon strips are also published in the quarterly Boston arts paper *Etcetera*.

The Very Vicky Junior Hepcat Squad: You can join the ranks of the Junior Hepcat Squad (along with well-known creators Steve Bissette and Dave Sim) for the small fee of $2.50 (sent to Meet Danny Ocean at the above address). When you join, you get a membership card, games, a newsletter, and drinking tips.

MEET OCEAN, VERY VICKY ™ & © JOHN MITCHELL AND JANA CHRISTY

COMIC BOOK INTELLIGENCE QUOTIENT

CBIQ

Saddle up, pilgrims, it's time once again to rope some doggies and get knee-deep in comic book trivia! What follows are 25 of the hardest questions ever slapped together by a band of fanboy desperados.

This time around, we're grading you against the most memorable/unnerving scenes outta the flick *Pulp Fiction* (and consider yourself lame if you haven't seen it yet!). The higher the score, the more affecting the scene.

score	rank
0-5	The adrenaline shot (ouch).
6-12	Marcellus saying, "I'm gonna get medieval on yo' ass!"
13-19	Vincent turning to talk to Marvin in the back seat.
20-24	The gimp.
25	The gimp, pointing and giggling.

1. The mutant dubbed "Mutant X" was really:
A) Cyclops.
B) The Mimic.
C) Proteus.
D) Wolverine.

2. Which babe was never Captain America's main squeeze?
A) Bernie Rosenthal
B) Natasha Romanov
C) Sharon Carter
D) Rachel Leighton

3. Who first suggested that the Avengers form a team?
A) Ant Man and the Wasp
B) Thor
C) Iron Man
D) Hulk

4. Rogue made her first comic book appearance in what issue?
A) *Uncanny X-Men* #171
B) *X-Men Annual* #10
C) *Avengers Annual* #10
D) *Aff* #7

5. Harley Quinn's real name is:
A) Harley Davidson.
B) Harleen Quinzel.
C) Harley Quinzen.
D) Harleen Quentin.

6. The Black Cat got her "bad luck" powers from:
A) Her parents. She's a mutie freak, and was born with 'em.
B) The Power Broker.
C) The Kingpin.
D) The High Evolutionary.

7. Who won the most recent Great Cow Race in *Bone* #10?
A) Phoney Bone and Smiley Bone
B) Jeff Smith
C) Gran'ma Ben
D) A chocolate cow, in a chocolate field, by a chocolate stream...

8. Matt Murdock was killed by:
A) Silver Sable.
B) Matt Murdock (A suicidal superhero? Yeah, great role model!).
C) Erynys.
D) Siege.

9. Who killed Bruce Wayne's parents?
A) Alfred Pennyworth
B) Joe Chill
C) Joe Cool
D) Nobody knows! Thanks to *Zero Hour*, even Bruce is clueless.

10. Who was the mysterious figure that visited Wally West (Flash) in his childhood, convincing him to go on to greatness?
A) Barry Allen
B) Iris Allen
C) Wally West (Yeah, like DC would ever do anything like that.)
D) Professor Zoom

11. Pitt never guest-starred in which Image book?
A) *Spawn*
B) *The Maxx*
C) *Gen*[13]
D) *Badrock and Company*

12. Sam, from Steve Purcell's Sam and Max, is a:
A) Talking fish with three eyeballs.
B) Sharply dressed dog with some snappy banter.
C) Funny little bunny rabbit with a fetish for strong violence.
D) Bigger and better groundhog.

BACKGROUND ™ & © THEIR RESPECTIVE OWNERS

13. Who did not attend Rick and Marlo's wedding?
A) Northstar
B) The Living Laser
C) Reed Richards
D) Mr. Hyde

14. Which woman did not give birth in 1994?
A) Jasmine
B) Karen Starr
C) Leeja
D) Lyja

15. Who watches the Watchmen?
A) Night Owl
B) Rorschach
C) Alan Moore
D) Nobody. *Watchmen* was a well-written, realisticaly drawn, thought-provoking comic book series, so none of today's fans would watch it.

16. The words scrawled on walls by Wonder Woman during her recent mad frenzy against the mob were:
A) No Freedom No Pity.
B) No Quarter No Sanctuary.
C) No Escape No Mercy.
D) Please Buy My Book.

17. Captain Marvel's powers are not based on:
A) Solomon.
B) Mercury.
C) Hermes.
D) Atlas.

18. Moonstalker imprisoned Zorro in:
A) A rotten, stinkin' jail cell.
B) A pit dug thirty feet down.
C) The decaying corpse of a whale.
D) DC's continuity. That way, no one would ever find him.

19. Who inspired Rogue Prime's scar?
A) Firearm
B) Mantra
C) Warstrike
D) Jonah Hex

20. Which of the following titles came first?
A) *Justice League Europe*
B) *Justice League America*
C) *Justice League International*
D) *Just a League of Losers*

21. Which supervillain group has never given the X-Men a hard time?
A) The Ani-Men
B) Factor Three
C) The Marauders
D) The Masters of Evil

22. The Geomancer who tortured and blinded Gilad in 326 B.C. is:
A) Lord Ahashuarius.
B) Lord Hephaestion.
C) Lord Hephastopholies.
D) Lord Hepatitis.

23. In *Star Wars*, who did Darth Vader choke using the Force?
A) Captain Antilles
B) Admiral Motti
C) Admiral Ackbar
D) Captain Kirk. Well, he tried, anyway, but Kirk gave him one of those cool flying dropkicks, then a karate chop, scored with Mrs. Vader, and gave Peter Cushing a kidney punch. And that was that.

24. Which of the following freaks is not from Krypton?
A) Superman
B) Doomsday
C) Supergirl
D) The Eradicator

25. Arthur, the Tick's sidekick, is supposed to be:
A) A bunny.
B) A moth.
C) A flying wombat.
D) Used as bait every issue, just like all good sidekicks are.

stupid *but* TRUE...

Way back in *Fantastic Four #5*, Dr. Doom jumped onto the comic book scene and sent the Thing, Mr. Fantastic, and the Human Torch back in time to steal Blackbeard's treasure chest (he kept Sue behind as insurance). Sure, if I had a time machine, the first thing I'd do is go after some old pirate treasure. Anyway, back in ancient history, Ben disguised himself as a pirate, so that he wouldn't be too noticeable. Yeah, like a huge, freakin', rock-like, orange creature with an eye patch and a beard is inconspicuous. Anyway, Thingbeard here ended up playing out the very role of Blackbeard, while muttering such things as "Ahoy, Matey! Let's see if we can date one of these pretty barmaids!" Ahoy, Thingie! You're a big, dumb freak! Anyway, through his actions, Thingbeard actually ends up starting the very legend of Blackbeard himself.

To add to the pure ludicrousness of this story, Reed Richards empties Blackbeard's treasure chest and fills it with chains, before returning to his regular time. See, that way he kept his promise with Doom, and brought back Blackbeard's treasure *chest*. Doomy's really gotta learn to read the fine print. Thankfully, by story's end, the Thing gave up the Blackbeard mantle and returned to his own time. Talk about your seasick tale.

A	N	S	W	E	R	S
1.C	2.B	3.A	4.C	5.B	6.C	7.C	8.B	9.B
10.C	11.A	12.B	13.C	14.A	15.D	16.B	17.C	
18.C	19.A	20.C	21.D	22.B	23.A	24.C	25.B	

the WIZARD OF CARDS

By Stephen Shamus

We now have the final scoop on the '95 Flair Marvel Annual cards from Fleer, coming to a store near you at the beginning of February. The $4-a-pack price returns, as does the "box" packaging of each 10-pack of cards. This 150-card set covers all the major happenings of the Marvel Universe from this past year. And for

'95 Fleer Flair Marvel

you chase card lovers, there will be at least one chase card per pack, with the total number of chase cards reaching a whopping 51. Here's a rundown of all the chase cards:

12 HoloBlast Cards (One in every three packs)—These are 3-D holograms featuring the top battles in the Marvel Universe, including Spider-Man vs. Scarlet Spider and Cable vs. Nimrod.

12 Chromium Cards (One in every two packs)—Using the ever-popular chromium technology, this set contains the top names in Marvel's stable of characters, including the likes of Iron Man (oooah) and the Hulk.

24 Power Blast Etched-Foil Cards (One in every pack)—These are etched-foil, as the title states, and contain many of Marvel's top characters (fortunately, no Iron Man).

3 Duo-Blast Cards (One in every six packs)—Each of these etched-foil double-sided cards features a character on the front and his possible substitute in crime-fighting on the back. These cards feature Spider-Man and Scarlet Spider, Punisher 2099 and Vendetta, and Iron Man and War Machine

Speaking of Fleer and Marvel, in all December-shipping X-Men titles, readers will receive a two-pack of cards that includes a card from the '95 Ultra X-Men series and a Skeleton Warriors promo card. Those two come in one pack, while the other pack contains a sweepstakes card with a chance to win X-Men arcade games, autographed hardcover editions of Chris Claremont's *The Best of the X-Men*, and boxes of '95 Fleer Ultra X-Men. The contest, entitled "Luck of the Drawn," will also have a chase card program. Every eighth pack will contain an exclusive Weapon X/Wolverine card that is available only through this offer. The following is a list of titles that the two-packs will appear in:

Cable Deluxe #20, *X-Factor* Deluxe #111, *Wolverine* Deluxe #90, *Uncanny X-Men* Deluxe #321, *Excalibur* Deluxe #86, *X-Men* Deluxe #41, *Generation X* Deluxe #4, *X-Force* Deluxe #43, and *X-Men: Year of the Mutants Collector's Preview*.

For all you cookie lovers out there, Marvel has put out a total of 5.3 million cards (*not* produced by Fleer) into packages of Cookie-Crisp™ cereal. There are 12 cards in the set based on the new *Spider-Man* animated series. Six of the cards are available in boxes of Cookie-Crisp™, while the other six are only available through an offer for $1.25 plus two proofs of purchase. The cards don't look as good as the standard Marvel cards coming out of Fleer these days, but if you're a serious collector who wants every Marvel card out there, here's some more cards you need to get. By the way, *Spider-Man* should begin airing as a regular animated series sometime in February, although the Cookie-Crisp™ promotion was running through September, October, and November of '94. Go figure.

Topps is releasing a comprehensive look at the Image Universe in January of 1995. The Topps Finest Image Universe set contains characters from the original six Image founders. According to Kevin Fitzpatrick of Topps, "This set was two years in the making." There are 90 cards in the set, with each artist having 15 cards of his characters represented. Let's run through all the artists and find out what they're doing for this set:

Erik Larsen—He has drawn several new pieces for this set—including some depictions of Savage Dragon—with the rest of the artwork being pick-up art from the comics, although it is recolored.

Jim Lee—He has personally done some new cards for the set—his WildC.A.T.s will be among the characters featured—as has artist Dan Norton. The rest will be pick-ups of only stuff drawn by Jim.

Rob Liefeld—Rob has done a few new pieces himself, with the rest of the artwork coming from different Extreme Studios artists. This subset is oil original work.

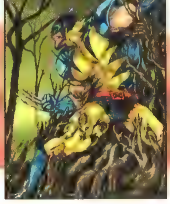
Todd McFarlane—Unfortunately, none of the McFarlane stuff is original, although it will be his best stuff picked up from the *Spawn* books

Marc Silvestri—Marc has done some new pieces. A few originals are coming from his studio, while the rest are pick-ups from *Cyberforce*.

™ & © Marvel Entertainment Group

™ & © Marvel Entertainment Group

™ & © Marvel Entertainment Group



They're back! The '95 Fleer Flair cards are coming in February.

Jim Valentino—Jim has drawn some new pieces, while the rest is pick-up material. He does debut some new characters in his subset, including the Silver Age ShadowHawk, Integriti, and Ace the Kid from Outer Space and the Galactic Legion.

There will be three levels of chase cards in the set, including six Character Creator Cards. These cards each feature a photo of the artist on the front, with his characters drawn in to create a scene. For instance, the Liefeld card shows a picture of Rob sitting on the shoulders of Badrock. These cards come one in seven packs. Another six cards, called Debut Cards, have a picture of the first cover of each of the founder's books on the card fronts, with a brief synopsis of the books on the backs. These also come one in seven packs. Lastly, six clear-chrome cards (which are transparent chromium cards) come one in 11 packs and all feature original pieces by the creators, except for McFarlane's Spawn. Six-card packs will cost you $2.99 each, with only 24 packs coming to a display box. So, it will run you about $70 for a full box. Although that's kind of steep, this is the first set to contain all the original Image founders.

Star Trek: The Episode Collection Season 2 is on the way from SkyBox in January. The set, based on the popular *Next Generation* TV series, sports an odd 96 cards, and includes three cards from each of the 22 episodes. Packs contain eight cards, and will sell for $1.29 each. Six foil-embossed cards will probably come packed at a ratio of 1:12, with two animated (highly detailed and in-depth) holograms coming packed at a ratio of one in 36, featuring Troi and Riker. The numbering of the regular set and the embossed cards will probably continue from the first series, but that is yet to be determined.

Watch next month for full details on SkyBox's newest card release, featuring the prime-time TV series *Lois & Clark: The New Adventures of Superman*.

Comic Images has two sets slated for a January release—The Best of Boris All-Chromium and Prince Valiant. For Boris, you have a 90-card set with a plethora of insert cards, including: six OmniChrome cards found three per box; one of 500 Boris signed cards; one serially numbered Medallion Card (this is a regular card, distinct in the fact that it says Medallion Card on the back); one uncut six-card strip of artwork not found in the regular set (found one per case); and a three-card chase set entitled "Triad-miration," found one card per box. The seven-card packs will sell for around $2.00 per pack

The Prince Valiant cards feature Hal Foster's old comic strip art as well as many new pieces from the new Marvel comic series. Randomly inserted at three per box is a six-card chromium set. There's also a three-card, rare art chase set and a 24 kt gold signature card of Prince Valiant featuring a facsimile signature of Hal Foster. Ten-card packs have a suggested retail of around 99 cents each.

Mighty Morphin' Power Rangers were one of the biggest success stories of 1993, and on into 1994. Collect-A-Card is now releasing its third Power Rangers series, entitled *The New Season*. This 72-card set is due out in mid-November. This time, the new, evil White Ranger is making his first appearance on cardboard. There is a 72-card, dyna-etched Power Foil parallel set (a dyna-etched version of the regular set), found one per pack; eight Characters plastic cards (one per 18 packs, hobby-only); and eight foil-stamped White Ranger cards (one per eight packs; retail-only). Eight-card packs will set you back $1.25 each.

Wizards of the Coast has released its newest expansion game to *Magic: The Gathering*, entitled *Fallen Empires*. All told, Wizards of the Coast is producing over 240 million cards for the *Magic* set and all of its expansions, which was the total orders the company received. This new 102-card set actually has 187 cards, if you take into account the 85-card variations which contain different pieces of artwork. This set is another biggie for Wizards of the Coast.

By next month we should be able to tell you who got the license to do the movie cards for the biggest flick of '95, *Batman Forever*. It's going to be an interesting surprise

Fleer is producing a very affordable line of Holiday Easter cards for March release in '95. There's a story in every seven-card pack, featuring classics like "Peter Cottontail's Surprise" and "The Ugly Duckling." Packs come with and without stickers, at a suggested retail of 79 cents and 50 cents, respectively

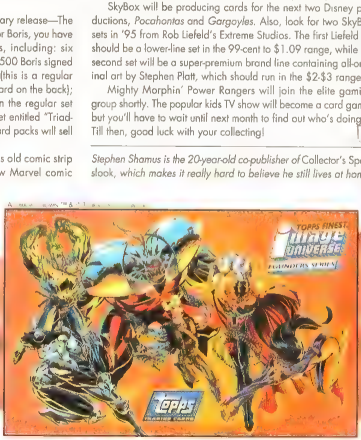
SkyBox will be producing cards for the next two Disney productions, *Pocahontas* and *Gargoyles*. Also, look for two SkyBox sets in '95 from Rob Liefeld's Extreme Studios. The first Liefeld set should be a lower-line set in the 99-cent to $1.09 range, while the second set will be a super-premium brand line containing all-original art by Stephen Platt, which should run in the $2-$3 range.

Mighty Morphin' Power Rangers will join the elite gaming group shortly. The popular kids TV show will become a card game, but you'll have to wait until next month to find out who's doing it. Till then, good luck with your collecting!

Stephen Shamus is the 20-year-old co-publisher of Collector's Sportslook, *which makes it really hard to believe he still lives at home*

™ & © King Features

Comic Images presents, the Prince Valiant card set in January.



Topps will be releasing a card set devoted to the Image universe in January '95.

collector's

SPORTSLOOK

our readers aren't afraid to have fun with their cards. ARE YOU?

CHANGING THE WAY YOU LOOK AT CARDS

COME OUT AND PLAY WITH US. **CALL NOW TO SUBSCRIBE.** HEY, IT'S A FREE CALL!

1•800•341•3388

12 POWER-PACKED ISSUES FOR JUST **$24.95. WHAT A STINKIN' BARGAIN!**

the wizard card price guide

Thanks to pricing information provided by dealers throughout the country, the following card price guide is the most accurate listing available for these trading cards. In the following price guide, cards are shaded to highlight an increase or decrease from last month's listing. If a price rose from last month's listing, it's shaded in pink. If it fell from last month's listing, it's shaded in blue. This does not necessarily mean a product will continue to rise or drop in the month's ahead. Also, please note that this is only a guide—prices may vary depending on both the local availability and popularity of a set or card. The prices of some products, due to scarce availability and high demand, are listed as N.A., which stands for Not Available. Please note: If a particular single card does not appear in a list of a set's single cards, it is known as a common card, and is valued at a price within the commons price range, which appears near the top of the listing.

BATMAN (Movie, Series 1)

TOPPS 1989
Full Set (132 Cards, 22 Stickers) ... $12.00
Unopened Box ... 9.00
Single Cards ... 05- 10
Single Stickers ... 25- 50
Glossy Set ... 50.00

BATMAN (Movie, Series 2)

TOPPS 1989
Full Set (132 Cards, 22 Stickers) ... $9.00
Unopened Box ... 6.00
Single Cards ... 05- 10
Single Stickers ... 15- 20
Glossy Set ... 50.00

BATMAN: THE ANIMATED SERIES (Series 2)

TOPPS 1994
Full Set (100) ... $12.00
Unopened Box ... 50.00
4-Card Cel Set ... 48.00
Single Cards ... 15- 20
Single Cels ... 8.00

BATMAN: THE ANIMATED SERIES (Series 2)

TOPPS 1994
Full Set (100) ... $12.00
Unopened Box ... 50.00
4 Card Cel Set ... 30.00
Single Cards ... 10- 15
Single Cels ... 8.00

BATMAN RETURNS

TOPPS 1992
Full Set (88) ... $5.00
Unopened Box ... 8.00
Single Cards ... 05- 10
Stadium Insert Cards Set (A-J) ... 2.00
Single Inserts ... .25

BATMAN RETURNS

STADIUM CLUB 1992
Full Set (100) ... $8.00
Unopened Box ... 15.00
Single Cards ... 05- 15

BATMAN: RIDDLER'S BACK

TOPPS 1966
Full Set (88) ... $160.00
Unopened Box ... N.A.
Wrapper ... 10.00
Single Cards ... 4.00-4.75

BATMAN: SAGA OF THE DARK KNIGHT

SKYBOX 1994
Full Set (100) ... $12.00
Unopened Box ... 32.00
Commons ... 15- .25
1 Saga of the Dark Knight ... .75
13 Birth of the Joker ... .60
19 Dick Grayson ... .60
21 Nightwing ... .60
25 Tim Drake ... .60
46 The Joker ... .50
47 Catwoman ... .60
48 Two-Face ... .50
84 The Broken Bat ... .60
91 The Crusade ... .50
SkyDisc ... 75.00

Spectra-Etch
Full Set (5) ... $60.00
Single Spectra-Etch Cards ... 12.00

BEAVIS & BUTT-HEAD

FLEER ULTRA 1994
Full Set (150) ... $18.00
Unopened Box ... 48.00
Single Cards ... 10- 15
10-Card Scratch 'n' Sniff Set ... 45.00
Single Scratch 'n' Sniffs ... 4.50

BONE

COMIC IMAGES 1994
Full Set (90) ... $10.00
Unopened Box ... 35.00
3-Card Cover Art Set ... 60.00
6-Card Chromium Set ... 30.00
Single Cards ... 10- 15
Single Cover Art Cards ... 20.00
Single Chromiums ... 8.00
Medallion Card ... 25.00
Autographed Sketch Card ... 100.00

CONAN (All Chromiums)

COMIC IMAGES 1993
Full Set (100) ... $70.00
Unopened Box ... 100.00
Full Holochrome Set (100) ... 900.00
Full Prism Set (6) ... 45.00
Single Cards ... 30- 50
Single Holochromes ... 10.00
Single Prisms ... 8.75

CONAN (Series 2, All Chromiums)

COMIC IMAGES 1994
Full Set (90) ... $30.00
Unopened Box ... 55.00
6-Card Full Prism Set ... 45.00
3-Card Foil Set ... 60.00
Single Prisms ... 7.50
Single Foils ... 20.00
Medallion Card ... 25.00

THE CROW

KITCHEN SINK 1994
Full Set (100) ... $12.00
Unopened Box ... 45.00
6-Card Chromium Set ... 90.00
10-Card Crow Vision Set ... 50.00
Single Cards ... 10-.15
Single Chromiums ... 15.00
Single Vision Cards ... 5.00

DC BLOODLINES

SKYBOX 1993
Full Set (81) ... $17.00
Unopened Box ... 20.00
4-Card Superman Embossed Set ... 30.00
Superman Exchange Card ... 15.00
Redeemed Superman Card ... 16.00
Single Cards ... 05- 15
Single Superman Embossed Cards ... 7.50

DC COSMIC CARDS

SKYBOX 1992
Full Set (180) ... $8.00
Unopened Box ... 13.00
Box Set (4,500 ea.) ... 35.00
Commons ... 05- 30
9 Modern Age Green Lantern ... .50
16 Golden Age Superman ... .60
17 Silver Age Superman ... .60
18 Modern Age Superman ... 1.00
27 Modern Age Luthor ... .50
65 Nightwing ... .60
120 Lobo ... 1.75
128 Darkseid ... .50

Holograms
Full Set (10) ... $25.00
DH1 Clark Kent & Lois Lane ... 7.00
DH2 Darkseid ... 3.50
DH3 Deathstroke the Terminator ... 3.50
DH4 Flash ... 3.25
DH5 Green Lantern ... 3.75
DH6 Hawkman ... 3.25
DH7 Lobo ... 3.75
DH8 Superman ... 7.00
DH9 Wonder Woman ... 3.25
DH10 Wavender ... 3.50

DC COSMIC TEAMS CARDS

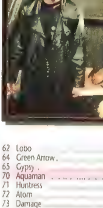
SKYBOX 1993
Full Set (150) ... $12.00
Unopened Box ... 13.00
Commons ... 15- .30
37 Superman ... 1.50
44 Green Lantern ... .75
45 Flash ... .75
59 Nightwing ... .75
80 Lobo ... 2.00
114 Death ... 2.00
119 Sandman ... 2.00
131 Luthor II ... 1.00
134 Doomsday ... 1.50
146 The Ray ... .75

Holograms
Full Set (6) ... $33.00
DCH11 Captain Marvel ... 5.00
DCH12 Hawkman ... 5.00
DCH13 Lobo ... 6.50
DCH14 The Spectre ... 5.00
DCH15 Superman ... 6.50
DCH16 Swamp Thing ... 5.00

DC MASTER SERIES

SkyBox 1994
Full Set (90) ... $15.00
Unopened Box ... 40.00
Commons ... 25- .40
1 Superman ... 1.25
2 Supergirl ... .50
3 Superboy ... .50
4 Steel ... .75
5 Cyborg ... .50
6 Lex Luthor II ... .50
7 The Eradicator ... .75
9 Doomsday ... 1.00
12 Emerald Dragon ... .50
13 Live Wire ... .50
14 Saturn Girl ... .50
15 Cosmic Boy ... .50
19 Vril Dox ... .50
20 Captain Atom ... .50
22 Martian Manhunter ... .50
23 Nightwing ... .85
26 Arsenal ... .50
27 Fernn Colors ... .50
28 Batman (Original) ... 1.10
29 Robin ... .75
30 Batman/Azrael ... .90
31 Bane ... .75
34 Joker ... .75
35 Catwoman ... .75
36 Two-Face ... .50
37 Monarch ... .75
42 Darkseid ... .75
46 Green Lantern (Kyle) ... .85
47 Alan Scott ... .50
50 Hal Jordan ... .75
53 Flash ... .75
54 Max Mercury ... .50
55 Spectre ... .75

"Which one of you soulless bastards didn't shave the soap?!" Kitchen Sink's The Crow.



62 Lobo ... 1.25
64 Green Arrow ... .60
65 Grytpy ... .50
70 Aquaman ... .75
71 Hourboss ... .50
72 Atom ... .50
73 Damage ... .50
78 The Ray ... .60
82 Hawkman ... .50
83 Hawkwoman ... .50
85 Wonder Woman ... .75
86 Blue Beetle & Booster Gold ... .50
89 Shazam! ... .50
90 Cheetah ... .50
Superman SkyBox ... 80.00

Foils
Full Set (4) ... $30.00
1 Wonder Woman ... 7.50
2 Aquaman ... 7.50
3 Green Arrow ... 7.50
4 Hawkman ... 7.50

Spectra-Foils
Full Set (5) ... $60.00
1 Kyle Rayner/Evil Hal Jordan ... 12.00
2 Batman/Joker ... 13.00
3 Superman/Doomsday ... 13.00
4 Flash/Reverse-Flash ... 12.00
5 Lobo/Lobo ... 12.00

DEATHMATE-VALIANT

PYRAMID 1993
Full Set (110) ... $9.00
Unopened Box ... 16.00
6-Card Players of D'mate Set ... 25.00
8-Card Transitions Set ... 35.00
2-Card Light F/X Set ... 30.00
Single Cards ... 15- 20
Single Players Cards ... 5.00
Single Transitions Cards ... 4.50
Single Light F/X Cards ... 15.00

DRACULA (Movie)

TOPPS 1993
Full Set (100) ... $17.50
Unopened Box ... 35.00
Single Cards ... 10- 15

EMPIRE STRIKES BACK (Series 1)

TOPPS 1980
Full Set (132 Cards/33 Stickers) ... $30.00
Unopened Box ... 45.00
Single Cards ... 10- 15
Single Stickers ... 35- 45

EMPIRE STRIKES BACK (Series 2)

TOPPS 1980
Full Set (132 Cards/33 Stickers) ... $28.00
Unopened Box ... 42.00
Single Cards ... 10- 15
Single Stickers ... 35- 45

EMPIRE STRIKES BACK (Series 3)

TOPPS 1980
Full Set (88 Cards/22 Stickers) ... $30.00
Unopened Box ... 70.00
Single Cards ... 20- 25
Single Stickers ... 40- 50

FLAIR MARVEL

FLEER 1994
Full Set (150) $60.00
Unopened Box 85.00
Commons 60-.80

1 Thing 1.00
2 The Incredible Hulk 1.00
3 With Great Power 1.00
4 God of Thunder 1.00
5 Spider-Man 1.75
6 Iron Man 1.00
10 Xavier 1.25
12 Dr. Strange 1.00
14 Man Without Fear 1.00
15 Scorpion vs. Spider-Man 1.00
16 Captain America 1.25
22 Spider-Man vs. G. Goblin 1.00
23 Rhino vs. Spider-Man 1.00
25 Dr. Doom 1.25
33 The Punisher 90
34 Wolverine vs. Hulk 1.00
38 White Queen 90
41 Days of Future Past 90
42 Elektra 90
43 The Trial of Mr. Fantastic 90
48 The Black Costume 1.25
49 Puma vs. Spidey 1.00
51 Iceman 1.00
52 Nightcrawler 1.00
55 The Creation of Archangel 1.00
57 The Wedding 1.25
58 Jubilee 1.00
61 Venom 1.75
76 The X-Tinction Agenda 90
77 The New Hulk 1.00
79 Shatterstar 90
80 X-Force 90
82 Child of the Future 1.00
83 X-Factor 90
84 Blue & Gold 1.25
85 Bishop 90
86 Omega Red vs. Wolverine 1.00
88 Carnage 1.50
91 Spider-Man 2099 90
100 Lethal Protector 1.25
104 Maximum Carnage 90
105 Namor 1.00
107 Psylocke 1.00
112 Cable 1.25
114 Gambit & Rogue 1.00
116 Daredevil 1.00
118 Wolverine Defeated 1.25
119 Bone Claws 1.25
120 Magneto Returns 1.00
121 Xavier vs. Magneto 1.00
122 Colossus Defects 1.00
129 Sabretooth Surrenders 1.25
130 Venom: The Madness 1.25
135 Carnage 1.25
140 Venom's Lives 1.25
141 Cyclops 1.25
142 Jean Grey 1.25
143 Bishop 90
145 Rogue 1.25
148 Wolverine 1.50
149 Havok 1.00

Power Blast
Full Set (18) $95.00
1 Cable 8.00
2 Cyclops 6.00
3 Iron Man 5.00
4 Magneto 8.25
5 Phoenix 5.00
6 Storm 6.00
7 Venom 8.00
8 Wolverine 8.50
9 Ghost Rider 6.00
10 Punisher 5.00
11 Captain America 5.00
12 Gambit 8.25
13 Thor 5.00
14 Silver Surfer 5.00
15 Spider-Man 8.25
16 Deadpool 5.00
17 Invisible Woman 5.00
18 Dr. Doom 6.00

FLINTSTONES (Movie)

TOPPS 1994
Full Set (89 Cards/11 Stickers) $12.00
Unopened Box 25.00
Single Cards 10-.15
4-Card Foil Set 15.00
Single Foils 9.00

FRANK FRAZETTA

COMIC IMAGES 1990
Full Set (90) $13.00
Unopened Box 25.00
Single Cards 10-.20

FRANK FRAZETTA (Series 2)

COMIC IMAGES 1993
Full Set (90) $9.00
Unopened Box 28.00
3-Card Spectascope Set 25.00
3-Card Chromium Set 20.00
Single Cards 10-.15
Single Spectascopes 9.00
Single Chromiums 7.50

LADY DEATH

Krome 1994
Full Set (100) $25.00
Unopened Box 55.00
Mystery Card 16.00
Brian Pulido Signed Card 40.00
1 Lady Death 25
2 Hope 25
3 Evil Eme 25
4 Matthias 15
5 Lucifer 25
6 Cremator 25
7 Purgation 25
8 Necrom 15
9 The Nameless Wolves 15
10 The Reckoning: A Tale of Death 25
11 The Reckoning: In the Beginning 15
12 The Reckoning: Bloody Campaign 25
13 The Reckoning: Blaze Plague 15
14 The Reckoning: Burn, Witch, Burn! 15
15 The Reckoning: Descent into Hell 15
16 The Reckoning: The Endless Pit 15
17 The Reckoning: A Vicious Nip 15
18 The Reckoning: Battle for Hell 15
19 The Reckoning: Hail the New King 15
20 The Reckoning: All Hope is Gone 15
21 The Reckoning: The Unconquerable 25
22 The Reckoning: The Spirit of Hate 15
23 The Reckoning: Today You Die 15
24 The Reckoning: Lucifer's Pawn 15
25 The Reckoning: The Fatal Mistake 15
26 The Reckoning: Lucifer's End 15
27 The Reckoning: D. Queen Tr'mf 15
28 New Year's Dead 25
29 Black Valentine 25
30 The Fire 25
31 Biker From Hell 25
32 Black Wedding 25
33 Nuke 'Em 25
34 Blood Beach 25
35 Moon Tan 25
36 All Hallow's Eve 25
37 Holiday Wishes 25
38 Cover: Lady Death 1 25
39 Cover: Lady Death 2 25
40 Cover: Lady Death 3 25
41 Lady Death Swimsuit 1 25
42 Lady Death: The Reckoning 25
43 Swimsuit 1 25
44 Swimsuit 2 25
45 Swimsuit 3 25
46 Death's Whisper 25
47 Tropical Death 25
48 The Stare 25
49 Ecstasy 25
50 Visage 25
51 The Fury 25
52 Serenity 25
53 Hypnotic 25
54 Control 25
55 Joy 25
56 Dominance 25

"Oh, Elektra, you're so cold and dammy, and whatever happened to that girlish figure of yours?" '94 Heer Flair Marvel.

57 Repose 25
58 Twilight 25
59 Amelia the Fallen 25
60 Blood Beach II 25
61 Dark Journey 15
62 Green Hell 15
63 Free 15
64 Sacrifaction 25
65 The Final Touch 25
66 Valley of the Souls 25
67 At Play 25
68 Contemplation 25
69 Sullen 25
70 Bawsh 25
71 The Sly Dove 25
72 Sublime 25
73 Death's Queen 25
74 The Power 25
75 Death Guard 25
76 Secrets 25
77 Solitude 15
78 A Vision 25
79 For Love of Death 25
80 Presence of Death 25
81 The Diva of Death 25
82 Death's Star 1 25
83 Death's Star 2 25
84 Death's Star 3 25
85 Pray For Death 1 25
86 Pray For Death 2 25
87 Pray For Death 3 15
88 The Empress 1 25
89 The Empress 2 25
90 The Empress 3 15
91 Mother Mayhem 15
92 Maiden Steel 15
93 Defcon 4 15
94 Stiletto 15
95 Mindbender 25
96 War Witch 15
97 Roulette 15
98 Jenna 15
99 Emm 15
100 Check'd 15

Cels
Full Set (5) $40.00
1 Steven Hughes 8.00
2 Jim Balent 9.00
3 Adam Hughes 9.00
4 Greg Capullo 9.00
5 Steven Hughes 8.00

LION KING

SKYBOX 1994
Full Set (90) $12.00
Unopened Box 35.00
2-Card Hologram Set 75.00
9-Card Foil Embossed Set 50.00
5-Card Pop-Up Set 40.00
Single Cards 10-.15
Single Holograms 18.00
Single Foils 6.00
Single Pop-Ups 8.00

LION KING (Series 2)

SKYBOX 1994
Full Set (80) $12.00
Unopened Box 30.00
9-Card Thermography Set 35.00
5-Card Pop-Up Set 50.00
2-Card Foil-Bordered Set 75.00
Single Cards 10-.15
Single Thermography Cards 4.00
Single Pop-Ups 10.00
Single Foils 38.00

MALIBU ULTRAVERSE

SKYBOX 1993
Full Set (100) $10.00
Unopened Box 18.00
9-Card Rookies Set 14.00
4-Card Foil-Stamped Set 16.00
2-Card Ultraverse Ultras set 19.00
Single Cards 05-.15
Single Rookies 2.00
Single Foil-Stamped Cards 4.50
Single Ultraverse Ultra Card 10.50

MALIBU ULTRAVERSE 2: ORIGINS

SKYBOX 1994
Full Set (90) $10.00
Unopened Box 30.00
Commons 15-.55

7 Firearm 60
9 Hardcase 85
11 Mantra 85
12 The Night Man 75
16 Prime 1.00
17 Prototype 60
20 Sludge 75
21 Solitaire 60
27 Warstrike 60
28 Wrath 60
35 Prime 1.00
58 Strangers 75
62 Hardcase 75
66 Hardcase/Aladdin 75
68 Prime/Hardcase 75
72 Darkwave/Prime 75

Bonus Cards
Full Set (9) $60.00
Single Bonus Cards 7.00
UB1 Mantra 13.00
UB2 Trial 9.00

MARVEL MASTERPIECES

SKYBOX 1992
Full Set (100) $45.00
Tin Set 70.00
Unopened Box 110.00
Commons 50-.85

1 Blob 1.75
6 Bishop 2.00
7 Beast 2.50
8 Archangel 2.50
9 Apocalypse 1.50
11 Daredevil 2.50
13 Cyclops 3.00
14 Colossus 2.50
16 Captain America 3.00
22 Elektra 3.00
24 Dr. Strange 2.00
26 Dr. Doom 4.25
29 Garrott 4.00
31 Human Torch 1.50
32 Hulk 2.50
35 Havok 2.00
36 Green Goblin 1.00
37 Ghost Rider 1.00
38 Iron Man 2.50
39 Invisible Woman 1.50
40 Iceman 2.00
46 Jean Grey 2.50
48 Magneto 3.50
57 Namor 2.50
59 Mr. Fantastic 1.50
62 Nightcrawler 2.50
65 Psylocke 2.50
66 Professor X 3.00
67 Phoenix 1.75
68 Nova 1.25
73 Punisher 1.00
74 Shatterstar 2.00
75 Shadowcat 1.25
78 Sabretooth 4.00
79 Rogue 1.00
81 Strong Guy 1.50
86 Storm 2.50
87 Spider-Man 3.75
90 Silver Surfer 2.50

91 Thing . . . 1.00
92 Thor . . . 2.50
94 Wolverine . . . 4.00
95 White Queen . . . 1.25
97 Venom . . . 4.00

Spectra-Etch
Full Set (75) . . . $55.00
1-D Thing vs. H.ak . . . 13.00
2-D Silver Surfer vs. Thanos . . . 12.00
3-D Wolverine vs. Sabretooth . . . 16.00
4-D Spider-Man vs. Venom . . . 16.00
5-D Capt. America vs. Red Skull . . . 12.00

MARVEL MASTERPIECES

(Series 2)
SKYBOX 1993
Full Set (90) . . . $20.00
Unopened Box . . . 45.00
Commons . . . 30-.20
1 Hulk . . . 1.25
2 Human Torch . . . 1.00
3 Thor . . . 1.25
4 Iron Man . . . 1.25
5 Spider-Man . . . 2.00
6 Wolverine . . . 2.00
7 Cyclops . . . 1.50
9 Namor . . . 1.25
10 Storm . . . 1.50
11 Silver Surfer . . . 1.25
13 Ghost Rider . . . 1.00
14 Thing 85
15 Captain America . . . 1.50
16 Archangel . . . 1.25
17 Beast . . . 1.25
18 Cable . . . 2.00
19 Carnage . . . 1.50
20 Hulk 2099 75
21 Doctor Doom . . . 3.25
22 Daredevil . . . 1.25
24 Psylocke . . . 1.50
27 Rogue . . . 1.50
28 Sabretooth . . . 2.00
29 Forge . . . 1.00
30 Gambit . . . 2.00
31 Colossus . . . 1.25
39 Magneto . . . 2.00
40 Spider-Man 2099 . . . 1.00
45 Venom . . . 2.00
47 Bishop . . . 1.75
60 Mystique . . . 1.00
67 Nightcrawler . . . 1.00
70 Jean Grey . . . 1.50
76 Shatterstar . . . 1.00
83 Nova 75
85 Phoenix . . . 1.00
90 Checklist 75

Dyna-Etch
Full Set (8) . . . $60.00
S1 Maximotrek . . . 8.75
S2 Cerebra . . . 8.75
S3 Krystaller . . . 8.75
S4 Metalhead . . . 8.75
S5 Serpentina . . . 8.75
S6 Bloodhawk . . . 8.75
S7 Skullfire . . . 8.75
S8 X'ian . . . 8.75

MARVEL MASTERPIECES

FLEER 1994
Full Set (140) . . . $18.00
Unopened Box . . . 55.00
Full Signature Set (140) . . . 90.00
1 Apocalypse 40
2 Archangel 50
3 Beast 50
4 Bishop 50
5 Black Bolt 30
6 Black Cat 30
7 Black Knight 30
8 Black Panther 30
9 Black Widow 30
10 Blackout 30
11 Blackwulf 30
12 Blade 30
13 Blaze 30
14 Blood Wraith 30
15 Bloodaxe 30
16 Bloodhawk 30
17 Cable 60
18 Captain America 50
19 Captain Universe 30
20 Carnage 60
21 Century 30
22 Cerebra 30
23 Chamber 40
24 Colossus 40
25 Cyclops 50
26 Daredevil 40
27 Darkhawk 30
28 Deadpool 30
29 Deathlok 30
30 Demogoblin 30
31 Dr. Doom 50
32 Domino 40
33 Doom 2099 30
34 Elektra 40
35 Evil-hawk 30
36 Exodus 30
37 Fin Fang Foom 30
38 Firestar 30
39 Nick Fury 30
40 Galactus 30
41 Gambit 60
42 Ghost Rider 40
43 Ghost Rider 2099 30
44 Green Goblin 30
45 Jean Grey 50
46 Grim Reaper 30
47 Guardian 30
48 Havok 40
49 Hawkeye 30
50 Hulk 50
51 Hulk 2099 30
52 Human Torch 40
53 Husk 40
54 Iceman 40
55 Invisible Woman 40
56 Iron Man 50
57 Jack of Hearts 30
58 Jubilee 40
59 Juggernaut 30
60 Juniper 30
61 Justice 30
62 Kingpin 30
63 Klaw 30
64 Kraven 30
65 Kymaera 30
66 Legacy 30
67 Lilith 30
68 Loki 30
69 M 30
70 Magneto 50
71 Mandarin 30
72 Mesmerisk 30
73 Medusa 30
74 Mephisto 30
75 Mirkhead 30
76 Mr. Fantastic 40
77 Mr. Hyde 30
78 Mondo 30
79 Morbius 30
80 Mong 30
81 Namor 40
82 Nebula 30
83 Night Thrasher 30
84 Nightcrawler 40
85 Nightwatch 30
86 Nova 40
87 Odin 30
88 Penance 40
89 Phoenix 40
90 Professor X 40
91 Prowler 30
92 Pyro-Lord 30
93 Psylocke 50
94 Punisher 40
95 Quasar 2099 30
96 Quasar 30
97 Ranger 30
98 Ravage 2099 30
99 Red Skull 30
100 Rhino 30
101 Rogue 50
102 Sabretooth 60
103 Sauron 40
104 Scarecrow 30
105 Scarlet Witch 30
106 Shadowcat 40
107 Shatterstar 30
108 She-Hulk 30
109 Siege 30
110 Silver Sable 30
111 Silver Surfer 50
112 Skin 40
113 Skullfire 30
114 Solo 30
115 Spider-Man 50
116 Spider-Man 2099 40
117 Spider-Woman 30
118 Storm 50
119 Strange 30
120 Synch 30
121 Terrax 30
122 Thanos 40
123 Thing 40
124 Thor 40
125 Thunderstrike 30
126 Typhoid Mary 30
127 Tyrant 30
128 Ulik 30
129 U.S.Agent 30
130 Vengeance 30
131 Venom 60
132 Vision 30
133 War Machine 40
134 Warlock 30
135 Werewolf 30
136 White Queen 40
137 Wolverine 60
138 Wrecker 30
139 X'ian 30
140 Checklist 30

Holofoils
Full Set (10) . . . $15.00
1 Captain America . . . 2.00
2 Carnage . . . 3.00
3 Daredevil . . . 2.00
4 Hulk . . . 2.00
5 Iron Man . . . 2.00
6 Punisher . . . 1.50
7 Scarlet Witch . . . 1.50
8 Spider-Man . . . 3.00
9 Venom . . . 3.00
10 War Machine . . . 1.50

Power Beats
Full Set (9) . . . $40.00
1 Apocalypse . . . 4.00
2 Archangel . . . 4.00
3 Cable . . . 5.00
4 Cyclops . . . 4.00
5 Gambit . . . 5.00
6 Magneto . . . 5.00
7 Rogue . . . 4.00
8 Sabretooth . . . 5.00
9 Wolverine . . . 5.00

MARVEL UNIVERSE (Series 1)

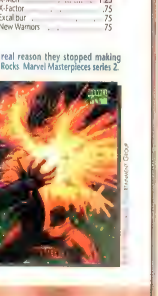
IMPEL (SKYBOX) 1990
Full Set (162) . . . $45.00
Tin Set (4,000 ed.) . . . 195.00
Unopened Box . . . 110.00
Diamond Previews Uncut Sheet . . . 25.00
Commons . . . 35-.65
1 Captain America . . . 1.75
2 Spider-Man (black costume) . . . 2.00
3 Hulk . . . 1.00
4 Daredevil 85
5 Professor X . . . 1.00
8 Cyclops . . . 2.00
9 Marvel Girl . . . 1.50
10 Wolverine . . . 3.50
11 Phoenix 75
16 Sub-Mariner . . . 1.00
17 Hulk (gray) . . . 1.00
18 Thor . . . 1.00
21 Archangel . . . 1.50
22 Iceman . . . 1.25
23 Wolverine (orng. costume) . . . 3.50
24 Storm . . . 1.50
29 Spider-Man . . . 3.00
30 Cosmic Spider-Man . . . 1.00
32 Silver Surfer . . . 1.50
34 Dr. Strange 85
35 Havok . . . 1.00
36 Colossus . . . 2.00
37 Wolverine (patch) . . . 1.00
38 Nightcrawler . . . 1.00
41 Rogue . . . 2.00
42 Iron Man . . . 1.00
46 Beast . . . 1.00
48 Storm (old costume) . . . 1.25
57 Sabretooth . . . 3.50
60 Dr. Doom . . . 1.00
61 Magneto . . . 3.50
65 Mr. Sinister 75
73 Venom . . . 3.50
79 Thanos . . . 1.25
82 Ghost Rider . . . 3.00
83 Deathlok . . . 1.25
84 Guardians of the Galaxy 75
85 New Warriors 75
116 Surfer vs. Thanos 75
119 Wolverine vs. Sabretooth . . . 1.25
139 X-Men . . . 1.50
140 X-Men (old team) . . . 1.50
143 X-Factor 75
144 Excalibur 75
156 Magneto . . . 1.25
160 Wolverine . . . 1.50

Holograms
Full Set (5) . . . $65.00
MH-1 Cosmic Spider-Man . . . 12.75
MH-2 Magneto . . . 11.75
MH-3 Silver Surfer . . . 12.75
MH-4 Wolverine . . . 18.00
MH-5 Spidey vs. Green Goblin . . . 11.75

MARVEL UNIVERSE (Series 2)

SKYBOX 1991
Full Set (162) . . . $30.00
Tin Set (7,500 ed.) . . . 110.00
Unopened Box . . . 60.00
Diamond Previews Uncut Sheet . . . 15.00
Commons . . . 20-.50
1 Spider-Man . . . 2.50
4 Marvel Girl . . . 1.00
8 Iceman 85
11 Nightcrawler 75
14 Punisher 75
15 Cable . . . 4.00
17 Gambit . . . 1.00
18 Psylocke . . . 1.50
27 Havok 75
36 Banshee 75
38 Jubilee 85
39 Ghost Rider . . . 1.00
40 Beast 85
42 Rogue . . . 1.25
45 Silver Surfer 85
46 Storm . . . 1.25
47 Archangel . . . 1.25
48 Thor 85
50 Wolverine . . . 2.50
51 Cyclops . . . 1.25
53 Hulk 85
54 Captain America 85
56 Sabretooth . . . 2.50
57 Magneto . . . 2.75
58 Venom . . . 2.75
88 Dr. Doom 75
91 Spider-Man/Venom . . . 1.25
93 Wolverine/Sabretooth 85
106 X-Men/Sentinels 85
108 Wolverine/Hulk 85
112 Spider-Man/Lizard 85
117 X-Men/Marauders 85
125 X-Men/Magneto 85
138 Wolverine's Claws 85
145 Darkhawk 75
148 X-Force . . . 1.00
149 New Fantastic Four 75
153 X-Men . . . 1.25
154 X-Factor 75
155 Excalibur 75
156 New Warriors 75

The real reason they stopped making Pop Rocks. Marvel Masterpieces series 2.



© Fleer/Skybox

the card price guide

Holograms
Full Set (5) $30.00
H-1 Spider-Man 8.00
H-2 Hulk 5.00
H-3 Punisher 6.00
H-4 Dr. Doom 7.00
H-5 TV vs. The Mole Man 6.00

MARVEL UNIVERSE (Series 3)

SKYBOX 1992
Full Set (200) $18.00
Tin Set (10,000 ed.) 59.00
Unopened Box 30.00
Diamond Previews Uncut Sheet 9.50
Capital City Venom Holo. Promo 6.00
Commons 15-.50

1 Spider-Man 2.00
4 Gambit 2.50
6 Beast ..... .85
11 Phoenix ..... .75
15 Silver Surfer ..... .75
22 Nightcrawler ..... .75
27 Iceman ..... .75
30 Storm 1.00
31 Captain America ..... .75
38 Wolverine 3.00
41 Professor X 1.00
46 Cyclops ..... .75
50 Cable 2.75
51 Psylocke 1.00
63 Archangel 1.00
64 Rogue 1.25
66 Jean Grey ..... .85
68 Cyclops 1.25
70 Havok ..... .75
74 Spider-Man & Wolverine ..... .85
75 Wolverine & Capt. America ..... .75
76 Wolverine & Hulk ..... .75
77 Wolverine & Cable ..... .75
88 Wolverine, Punisher & G. Rider ..... .75
108 Venom 2.50
111 Dr. Doom ..... .75
112 Magneto 2.00
114 Green Goblin ..... .60
120 Carnage 1.25
129 Sabretooth 2.75
145 Strong Guy ..... .60
146 Bishop ..... .75
162 Spider-Man ..... .85
164 Wolverine ..... .85
179 X-Men Gold ..... .85
182 X-Men Blue ..... .85

Holograms
Full Set (5) $25.00
H-1 Hulk 6.00
H-2 Thing 5.00
H-3 Wolverine 5.00
H-4 Venom 5.00
H-5 Ghost Rider 5.00

MARVEL UNIVERSE (Series 4)

SKYBOX 1991
Full Set (180) $12.00
Unopened Box 38.00
Commons 05-.50

1 Hulk ..... .60
31 Sabretooth 1.75
35 Cable 1.25
42 Nightcrawler ..... .60
43 Havok ..... .60
44 Psylocke ..... .75
55 Venom 1.50
57 Carnage 1.50
59 Spider-Man 1.50
79 Dr. Doom ..... .60
109 Storm ..... .75
110 Archangel ..... .75
111 Beast ..... .60
112 Rogue ..... .00
113 Magneto 1.75
114 Gambit 1.75
115 Cyclops 1.00
116 Wolverine 2.00
117 Bishop ..... .75
136 Origin of Wolverine ..... .60
137 Origin of Cable ..... .60
140 The Fate of the X-Men ..... .60
143 Spider-Man's Parents' Secret ..... .60
149 Wolverine vs. Sabretooth ..... .60
152 Spider-Man vs. Venom ..... .60
165 Spider-Man vs. Venom ..... .60
H-IV Spidey vs. Venom H'gram 45.00

Foils
Full Set (9) $38.00
1 Doom 2099 ..... 5.75
2 Vulture 2099 ..... 4.50
3 Ravage 2099 ..... 4.50
4 Fearmaster 4.50
5 Spider-Man 2099 ..... 6.50
6 Punisher 2099 ..... 5.75
7 The Specialist 5.75
8 Deathstryke 5.75
9 Tiger Wylde 5.75

MARVEL UNIVERSE

FLEER 1994
Full Set (200) $20.00
Unopened Box 48.00
Commons 15-.50

1 Spider-Man ..... .25
2 Venom ..... .75
4 Wolverine ..... .75
5 Gambit 5.00
6 Silver Surfer ..... .60
7 Rogue ..... .60
8 Iron Man ..... .60
9 Ghost Rider ..... .60
10 Fatal Attractions 1 ..... .60
11 Fatal Attractions 2 ..... .60
12 Fatal Attractions 3 ..... .60
13 Fatal Attractions 4 ..... .60
14 Fatal Attractions 5 ..... .60
15 Fatal Attractions 6 ..... .60
16 Fatal Attractions 7 ..... .60
17 Fatal Attractions 8 ..... .60
18 Fatal Attractions 9 ..... .60
91 Banshee ..... .60
93 Bishop ..... .60
94 Cable ..... .75
96 Colossus ..... .60
97 Cyclops ..... .60
100 Gambit ..... .75
104 Jubilee ..... .60
108 Mystique ..... .60
112 Psylocke ..... .60
114 Rogue ..... .60
115 Sabretooth ..... .75
120 Storm ..... .60
123 White Queen ..... .60
124 Wolverine ..... .75
125 Carnage ..... .75
130 Spider-Man ..... .75
131 Venom ..... .75
143 Captain America ..... .60
150 Thor ..... .60
155 Silver Surfer ..... .60
161 Iron Man ..... .60
184 Spider-Man 2099 ..... .60
188 Daredevil ..... .60
189 Elektra ..... .60
190 Hulk ..... .60
191 Human Torch ..... .60
192 Invisible Woman ..... .60
194 Namor ..... .60
197 Thing ..... .60

Holograms
Full Set (4) $40.00
1 Spider-Man 11.00
2 Wolverine 11.00
3 War Machine 10.00
4 Silver Surfer 10.00

Power Blast
Full Set (9) $18.00
1 Carnage 2.50
2 Punisher 2.00
3 Ghost Rider 2.00
4 Gambit 3.00
5 Hulk 2.00
6 Spider Man 2.50
7 Iron Man 2.00
8 Cyclops 2.50
9 Thing 2.00

Suspended Animation
Full Set (10) $40.00
1 Gambit 6.00
2 Human Torch 4.00
3 Invisible Woman 4.00
4 Iron Man 5.00
5 Silver Surfer 5.00
6 Spider-Man 5.00
7 Thing 4.00
8 Venom 6.00
9 War Machine 4.00
10 Wolverine 6.00

THE MASK

CARDZ 1994
Full Set (110) $18.00
Unopened Box 10.00
10-Card TekChrome Set 50.00
Single Cards 15-.20
Single TekChromes 5.00

THE MAXX

TOPPS 1994
Full Set (90) $12.00
Unopened Box 35.00
4-Card Foil Set 28.00
Single Cards 10-.15
Single Foils 7.00

MIGHTY MORPHIN' POWER RANGERS

COLLECT-A-CARD 1994
Full Set (72) $17.00
Unopened Box 40.00
72-Card Etched Foil Set 55.00
Single Cards 10-.20
Single Foils 65

MIGHTY MORPHIN' POWER RANGERS (Series 2)

COLLECT-A-CARD 1994
Full Set (72) $15.00
Unopened Box 35.00
72-Card Etched Foil Set 45.00
Single Cards 10-.20
Single Foils ..... .60

PLASM

THE BRIDER GROUP 1993
Full Set (150) $10.00
Unopened Box 19.00
Tin Set 60.00
Uncut Sheet Set (5,000) 19.00
Plasm Binder (1st printing) 15.00
Plasm Binder (2nd printing) 15.00
8-Card Hologram Set 58.00
1 Card Hologram (From Binder) 1.00
1 Card Embossed Hologram Set 50.00
1 Embossed (From Tin Set) 12.00
Single Cards 05-.10
Single Holograms 8.00
Single Embossed Holograms 17.00
Jim Shooter Signed Card 55.00

REN & STIMPY (All Prisms)

TOPPS 1993
Full Set (50 All Prisms) $15.00
Unopened Box 28.00
4-Card Cheesy Set 12.00
50-Piece Sticker Set 30.00
Single Cards (Prisms) 20-.25
Single Cheesy Cards 1.00
Single Stickers 35-.55

RETURN OF THE FLINTSTONES

CARDZ 1994
Full Set (60) $10.00
Unopened Box 28.00
4-Card TekChrome Set 20.00
Single Cards 10-.15
Single TekChromes 7.00

RETURN OF SUPERMAN

SKYBOX 1993
Full Set (100) $12.00
Unopened Box 25.00
4-Card Foil Set 45.00
Single Cards 5-.20
Single Foil Cards 12.00

RETURN OF THE JEDI (Series 1)

TOPPS 1983
Full Set (132 Cards/33 Stickers) $12.00
Unopened Box 22.00
Single Cards 05-.10
Single Stickers 10-.15

RETURN OF THE JEDI (Series 2)

TOPPS 1983
Full Set (88 Cards/22 Stickers) $8.00
Unopened Box 17.00
Single Cards 05-.10
Single Stickers 10-.15

THE SANDMAN

SKYBOX 1994
Full Set (90) $24.00
Unopened Box 53.00
Commons 15-.30

1 Sleep of the Just ..... .75
3 The Sound of Her Wings ..... .75
4 Calliope ..... .40
8 A Dream of 1,000 Cats ..... .40
19 A Midsummer Night's Dream ..... .40
20 Facade ..... .40
31 Three Sept. and a January ..... .40
34 Ramadan ..... .40
51 Cain ..... .40
56 The Corinthian ..... .75
58 Nada ..... .40
60 Matthew the Raven ..... .60
62 The 3 Witches ..... .40
76 Rose Walker ..... .50
79 Lyta Hall & Daniel ..... .75
81 Hector Hall ..... .40
84 William Shakespeare ..... .40
87 Nada ..... .40
88 Hob Gadling ..... .40
89 Orpheus ..... .40
Sandman/Morpheus Hologram 65.00

Endless Gallery Bonus Cards
Full Set (7) $140.00
Single Bonus cards 20.00
1 Dream/Morpheus 22.00
7 Death 27.00

THE SHADOW

TOPPS 1994
Full Set (90) $15.00
Unopened Box 38.00
4-Card Dark Horse Set 48.00
10-Card "Shadow Legend Set 6.00
Single Cards 10-.15
Single Legends ..... .60
Single Dark Horse Cards 10.00

SHADOWHAWK

COMIC IMAGES 1992
Full Set (90) $10.00
Unopened Box 28.00
6-Card Prism Set 48.00
Single Cards 10-.15
Single Prisms 9.00

SHADOWHAWK

IMAGE 1994
Full Set (100) $10.00
Unopened Box 24.00
7-Card Foil Set 45.00
Shadow Bart Card 50.00
Single Cards 10-.15

"I'm dead, whatever the hell I am" The Maxx from Topps.

© & ™ 1993 Sa...

Single Foils ... 7.00

THE SIMPSONS

TOPPS 1990

Full Set (88 Cards/22 Stickers) ... $10.00
Unopened Box ... 15.00
Single Cards ... .10-.15
Single Stickers ... .15-.20

THE SIMPSONS

SKYBOX 1994

Full Set (80 Cards/10 Tattoos) ... 15.00
Unopened Box ... $15.00
Series 2 Set (80) ... 60.00
4-Card Grow-in-the-Dark Set ... 50.00
4-Card Wiggle Set ... 30.00
Single Holo & Scratchy Cards ... 20-.25
Single Radioactive Man Cards ... 20-.25
Single Simpsons Cards ... 20-.25
Single Tattoos ... .20-.25
Single Cels ... 10.00
Single Grow-in-the-Darks ... 13.00
Single Wiggles ... 3.50

THE SIMPSONS II

SKYBOX 1994

Full Set (80) ... $12.00
Unopened Box ... 45.00
2-Card Swirl-O-Rama Set ... 15.00
4-Card Wiggle Set ... 15.00
4-Card Disappearing Ink Set ... 40.00
4-Card Arty Art Master Series Set ... 120.00
Single Cards ... .15-.30
Single Swirl-O-Rama Cards ... 1.50
Single Wiggles ... 1.75
Single Disappearing Ink Cards ... 15.00
Single Arty Art Cards ... 30.00

SPIDER-MAN (Series 1)

COMIC IMAGES 1992

Full Set (90) ... $10.00
Unopened Box ... 50.00
6-Card Prism Set ... 95.00
Single Cards ... .10-.15
Single Prisms ... 17.50

SPIDER-MAN (Series 2)

COMIC IMAGES 1992

Full Set (90) ... $8.00
Unopened Box ... 25.00
6-Card Prism Set ... 48.00
Single Cards ... .10-.15
Single Prisms ... 9.00

SPIDER-MAN

FLEER 1994

Full Set (150) ... $18.00
Unopened Box ... 45.00
Commons ... .10-.40
Stack to Walls ... .75
13 Living Costume ... .50
37 Spider-Man ... .75
41 Spider-Man ... .75
46 Green Goblin ... .60
47 Spider-Man ... .75
48 Spider-Man ... .75
49 Carnage ... .85
50 Venom ... 1.00
58 Spider-Man ... .75
77 Hobgoblin ... .50
79 Black Cat ... .50
79 Spider-Man ... .75
82 Spider-Man & Wolverine ... .60
88 Spider-Man & the X-Men ... .60
89 Spider-Man & Venom ... .60
90 Spider-Man vs. Venom ... .60
96 Spider-Man vs. Carnage ... .60
97 Spider-Man vs. Hobgoblin ... .50
100 Spider-Man vs. Green Goblin ... .50
107 Spider-Man vs. the Hulk ... .50
108 Spider-Man vs. the Red Skull ... .50
122 Mary Jane ... .50
124 Jonah Jameson ... .50
125 Aunt May ... .50
127 Peter Parker ... .75
133 Maximum Carnage ... .50

Holograms
Full Set (4) ... $40.00
Single Holograms ... 10.00

Suspended Animation
Full Set (12) ... $12.00
Single S.A. Cards ... 3.50

1 Spider-Man ... 4.50
4 Venom ... 4.50
5 Carnage ... 4.50
7 Spider-Man ... 4.50
10 Spider-Man ... 4.50

Suspended Animation
(12-Card magazine jumbo)
Full Set (6) ... $40.00
Single S.A. Cards ... 7.00
1 Venom ... 10.00
6 Spider-Man ... 10.00
6 Carnage ... 10.00

Suspended Animation
(11-Card Wal-Mart jumbo)
Full Set (6) ... $38.00
Single S.A. Cards ... 7.00
1 Spider-Man ... 10.00
6 Spider-Man ... 10.00

STAR TREK (TV)

TOPPS 1976

Full Set (88 Cards/22 Stickers) ... $275.00
Unopened Box ... 350.00
Single Cards ... 2.75-3.25
Single Stickers ... 3.25-3.75

STAR TREK (Movie)

TOPPS 1979

Full Set (88 Cards/22 Stickers) ... $34.00
Unopened Box ... 85.00
Single Cards ... 25-.30
Single Stickers ... 40-.45

STAR TREK III (Movie)

F.T.C.C. 1984

Full Set (60 Cards/20 Spaceships) ... $40.00
Unopened Box ... 90.00
Single Cards ... .45-.55
Single Spaceships ... .45-.55

STAR TREK IV (Movie)

F.T.C.C. 1987

Full Set (60 Cards) ... $25.00
Unopened Box ... 50.00
Single Cards ... .55-.65

STAR TREK 25TH ANNIVERSARY (Series 1)

IMPEL/SKYBOX 1991

Full Set (160) ... $10.00
Unopened Box ... 18.00
2-Card Hologram Set ... 18.00
Single Cards ... .05-.10
Single Holograms ... 9.50

STAR TREK 25TH ANNIVERSARY (Series 2, #161-#310)

IMPEL/SKYBOX 1991

Full Set (150) ... $10.00
Unopened Box ... 18.00
2-Card Hologram Set ... 18.00
Single Cards ... .05-.10
Single Holograms ... 9.50

STAR TREK: DEEP SPACE NINE

SKYBOX 1993

(Available in Factory Sets Only)

Full Set (48) ... $4.00
2-Card Spectra Set ... 6.00
Single Cards ... .10-.15
Single Spectras ... 3.50

STAR TREK MASTER SERIES (Series 2)

SKYBOX 1994

Full Set (100) ... $15.00
Unopened Box ... 45.00
9-Card Triptychs Set ... 60.00
Single Cards ... .10-.15
Single Triptychs ... 7.50

STAR TREK: TNG

SKYBOX 1992

Full Set (120) ... $10.00
Unopened Box ... 20.00
Tin Set (10,000 ea.) ... 65.00
4-Card Hologram Set ... 28.00
Send-Away Hologram ... 7.00
Single Cards ... .10-.15
Single Holograms ... 7.00

"God, I love wearing women's underwear beneath this uniform!" Topps' Star Wars series 1.

STAR TREK: TNG BEHIND THE SCENES

SKYBOX 1993

(Available in Factory Sets Only)

Full Set (39) ... $12.00
Single Cards ... .30-.35

STAR TREK: THE NEXT GENERATION—THE EPISODES COLLECTION

SKYBOX 1994

Full Set (100) ... $13.00
Unopened Box ... 18.00
Commons ... 10-.15
6-Card Embossed Foil Set ... 60.00
2-Card Hologram Set ... 30.00
Tribute Card ... 4.00
Single Cards ... 10-.15
Single Embossed Foils ... 8.50
Single Holograms ... 15.00

STAR WARS

TOPPS 1977

Series 1 Full Set (66/11 Stkrs,Blue) ... $60.00
Unopened Box ... 180.00
Commons ... 60-.75
Series 2 Full Set (66/11 S's,Red) ... 40.00
Unopened Box ... 125.00
Commons ... 35-.55
Series 3 Full Set (66/11 S's,Yellow) ... 50.00
Unopened Box ... 150.00
Commons ... 35-.55
Series 4 Full Set (66/11 S's,Green) ... 50.00
Unopened Box ... 150.00
Commons ... 50-.55
Series 5 Full Set (66/11 S's,Brown) ... 135.00
Unopened Box ... 110.00
Commons ... 35-.55
Series 1/3 Stickers ... 1.25-1.75
Series 2/4 Stickers ... 85-1.00

STAR WARS GALAXY

TOPPS 1993

Full Set (140) ... $16.00
Full Set (Uncut Sheets) ... 32.00
Unopened Box ... 40.00
6-Card Spectra Set ... 50.00
6-Card Spectra Set (Uncut Sh'ts) ... 85.00
Single Cards ... 10-.20
Single Spectras ... 9.00

STAR WARS GALAXY (Series 2)

TOPPS 1994

Full Set (135) ... $15.00
Unopened Box ... 36.00
6-Card Foil Set ... 50.00
Single Cards ... 10-.20
Single Foils ... 8.50
Autographed Card ... 35.00

SUPERMAN (TV)

TOPPS 1966

Full Set (66) ... $225.00
Single Cards ... 3.25-4.00

SUPERMAN (Movie, Series 1)

TOPPS 1978

Full Set (77 Cards/6 Stickers/6 Foil) ... $22.00
Unopened Box ... 60.00
Single Cards ... 15-.25
Single Stickers ... .45-.55
Single Foils ... .45-.55

SUPERMAN (Movie, Series 2, #78-#165)

TOPPS 1979

Full Set (88 Cards/6 Stkrs/10 Foil) ... $25.00
Unopened Box ... 75.00
Single Cards ... 15-.25
Single Stickers ... .45-.55

SUPERMAN II (Movie)

TOPPS 1981

Full Set (88 Cards/22 Stickers) ... $13.00
Unopened Box ... 29.00
Single Cards ... .05-.10
Single Stickers ... .25-.30

SUPERMAN III (Movie)

TOPPS 1983

Full Set (99 Cards/22 Stickers) ... $7.00
Unopened Box ... 17.00
Single Cards ... .05-.15

SUPERMAN: DOOMSDAY

SKYBOX 1993

Full Set (100) ... $40.00
Unopened Box ... 115.00
2-Card Foil Set ... 50.00
4-Card Spectra Set ... 100.00
Single Cards ... .40-.50
Single Foils ... 1.00
Single Spectras ... 25.00

SUPERMAN: MAN OF STEEL

SKYBOX 1994

Full Premium Set (90) ... $40.00
Unopened Premium Box ... 85.00
4-Card Forged in Steel Set ... 100.00
Single Cards ... .50-.75
Single Forged Cards ... 75.00
Clark Kent/Superman SkyDisc ... 110.00
Full Collector's Edition Set (90) ... 15.00
Unopened Collector's Edition Box ... 35.00
6-Card Spectra-Etch Set ... 40.00
Single Cards ... 20-.35
Single Spectra-Etch Cards ... 7.00

ULTRA X-MEN

FLEER 1994

Full Set (150) ... $20.00
Unopened Box ... 80.00
Unopened Jumbo Box ... 95.00
Commons ... .25-.50
1 Cyclops ... 1.25
2 Rogue ... .75
3 Beast ... 1.00
4 Gambit ... 1.50
5 Jubilee ... .85
6 Wolverine ... 1.50
7 Psylocke ... 1.25
10 Iceman ... 1.00
11 Bishop ... 1.00
12 Archangel ... 1.00
13 Storm ... 1.25
14 Jean Grey ... 1.25
15 Sabretooth ... 1.50
16 Professor X ... 1.25
17 Nightcrawler ... .90
18 Cable ... 1.50
29 Havok ... .75
30 Polaris ... .75
35 Random ... .65
43 Weapon X (Wolverine) ... 1.50
54 Colossus ... 1.25
55 Magneto ... 1.50
60 Apocalypse ... .75
97 Cyclops ... 1.25
98 Iceman ... .75
99 Angel ... .75
100 Beast ... .75
101 Marvel Girl ... 1.25
102 Professor X ... .75
109 X-Men Gold 1 ... .75
110 X-Men Gold 2 ... .75
111 X-Men Gold 3 ... .75
112 X-Men Blue 1 ... .75
113 X-Men Blue 2 ... .75
114 X-Men Blue 3 ... .75
137 Wolverine vs. Sabretooth ... 1.25
138 Wolverine vs. Cyber ... .75
139 Wolverine vs. Omega Red ... .75
140 Wolverine vs. Hulk ... .75
141 Wolverine vs. Thing ... .75

the card price guide

142 Wolverine vs. Spider-Man .. .75
143 Wolverine vs. Silver Samurai .. .75
144 Wolverine vs. Hellfire Club .75
145 Wolverine vs. Cable 1.00
146 Wolverine vs. Sauron .. .. .75
147 Wolverine vs. Punisher .75
148 Wolverine vs. Lord Stringer .75
149 Wolverine vs. Lady Deathstrike .75
150 Checklist .50

Fatal Attractions (Regular and Jumbo Packs)
Full Set (6) $30.00
Single F.A. cards. $.9 0

Greatest Battles
G-Card Battle Set (Jumbo Packs)
Full Set (6) $50.00
Single G.B. cards .9 00

Portraits (Regular, Arco 11/12-Card Packs)
Full Set (9) $45.00
Single Portrait cards 6.00

Red-Foil Bonus (Arco 12-Card Packs)
Full Set (6) $45.00
Single Red-Foil cards 7.50

Silver X-Overs (Arco 11/12-Card Packs)
Full Set (6) $75.00
Single X-Over cards 12.50

UltraPrints
Full Set (5) $15.00
Single Prints 3.00

ULTRA X-MEN (Series 2)

FLEER 1995
Full Set (150) $18.00
Unopened Box 55.00
10-Card Chromium Set 75.00
9-Card Stalkers Set 35.00
10-Card Suspended Animation Set 45.00
Single Cards 20-.40
Single Chromiums 7.50
Single Stalkers 4.00
Single Suspended Animations 4.50

ULTRAVERSE MASTER SERIES

SKYBOX 1994
Full Set (90) $15.00
Unopened Box 40.00
2-Card Hologram Set 25.00
2-Card Foil Set 25.00
Single Cards .15-.25
Single Holograms 12.50
Single Foils 5.00

UNIVERSAL MONSTERS

TOPPS 1994
Full Set (100) $18.00
Unopened Box 34.00
10-Card Chromium Set 50.00
5-Card Glow-in-the-Dark Set 25.00
Single Cards .15-.25
Single Chromiums 5.00
Single Glow-in-the-Dark Cards 5.00

VALIANT ERA

PYRAMID 1993
Full Set (110) $10.00
Unopened Box 20.00
Wooden Box Set
(100 made and numbered) 210.00
9-Card First App. Set 45.00
9-Card Unseen Art Set 25.00
SFI X-O Manowar 14.00
Hologram Header Card 8.00
Card With Chicago Comic-Con Back 1.00
Single Cards 10-.15
Single First App. Cards 5.50

"Hey, you big goon, quit squeezing my head—I'm finding it hard to breathe. Whoops, I'm dead!" Cop Rock, the last episode. WildC.A.T.s by Topps.

© & ™ 1994 Acme Entertainment/DBA Wildstorm Productions

Single Unseen Art Cards 4.00

VALIANT ERA (Series 2)

PYRAMID 1994
Full Set (140) $13.00
Unopened Box 25.00
8-Card Art Set 38.00
8-Card Foil Set 45.00
Single Cards .10-.15
Single Cards 4.50
5-Foil Cards 6.00

WILDC.A.T.S

TOPPS 1993
Full Set (100) $8.00
Unopened Box 22.00
6-Card Prism Set 55.00
Single Cards .05-.15
Single Prisms 10.00

WILDSTORM

IMAGE 1994
Full Set (90) $40.00
Unopened Box (Red) 75.00
Unopened Box (Blue) 75.00
9-Card Refractor Set 100.00
15-Card Signature Set 300.00

WIZARD'S IMAGE CARDS (Series 1)

WIZARD PRESS 1992

1 Spawn $5.00
1 Spawn (Gold) 22.00
2 Shadowhawk 3.00
2 Shadowhawk (Gold) 15.00
3 The Savage Dragon 3.00
3 The Savage Dragon (Gold) 15.00
4 Image Jam (pt.1) 5.00
4 Image Jam (pt.1, Gold) 30.00
5 Image Jam (pt.2) 5.00
5 Image Jam (pt.2, Gold) 30.00
6 Cyberforce 3.50
6 Cyberforce (Gold) 16.00
7 WildC.A.T.s 4.00
7 WildC.A.T.s (Red Foil) 9.00
7 WildC.A.T.s (Gold) 16.00
8 WetWorks 3.00
8 WetWorks (Gold) 15.00
9a Holly Daye 3.00
9a Holly Daye (Gold) 15.00
9b Santa the Barbarian 2.00
9b Santa the Barbarian (Gold) 10.00
9c Santa Todd 2.00
9c Santa Todd (Gold) 15.00

WIZARD'S IMAGE CARDS (Series 2)

WIZARD PRESS 1993

1 Pitt $3.00
1 Pitt (Gold) 15.00
2 The Maxx (New York) 5.00
2 The Maxx (New York, Gold) 17.00
2a The Maxx (Australia) 12.00
3 Youngblood (Home Team) 6.00
3 Yblood (H. Team, Gold) 18.00
3a Youngblood (Away Team) 13.00
4 StormWatch 3.00
4 StormWatch (Gold) 15.00
5 Supreme 3.00
5 Supreme (Gold) 15.00
6 Battlestone 3.00
6 Battlestone (Gold) 15.00
7 Shaman's Tears 3.00
7 Shaman's Tears (Gold) 15.00
8 Shadowhawk (masked) 4.00
8 Shadowhawk (masked, Gold) 16.00
8a Shadowhawk (unmasked) 11.00
9 Codename: Stryke Force 2.75
9a Codename: S. Force (Gold) 15.00

WIZARD SPECIAL CARDS

WIZARD PRESS 1993
The Spirit $3.00
The Spirit (Gold) 15.00
The Spirit Inner Autographed
Card (Gold Star, 1,000 ed.) 75.00
Superman 4.50
Superman (Gold) 19.00
Youngblood (#0) 3.00
Youngblood (#0, Gold) 10.00
X-Men 4.00
X-Men (Gold) 16.00

WIZARD SPECIAL CARDS

WIZARD PRESS 1994
WildStar $2.00
WildStar (Gold) 12.00
Brigade 2.00
Brigade (Gold) 12.00
Madman/Alfred 2.50
Christmas Eve in B'ym 3.00
Christmas Eve in B'ym (Gold) 15.00
Mordare/Nelson 2.50
Violator 5.00
Violator (Gold) 22.00
Beavis & Butt-Head Acetate 4.50
Grendel/Wagner 2.50
Spawn 4.50
Spawn (Gold) 23.00
Kindred 2.00
Bone/Smith 2.50
WildC.A.T.s 2 3.00
WildC.A.T.s 2 (Gold) 13.00
Cyberforce 2.00
Cyberforce (Gold) 12.00
Sp-Man vs. Venom masterpi'l 4.00

WOLVERINE: FROM THEN 'TIL NOW (Series 1)

COMIC IMAGES 1988
Full Set (45) $15.00
Unopened Box 58.00
Single Cards 20-.30

WOLVERINE: FROM THEN 'TIL NOW (Series 2)

COMIC IMAGES 1992
Full Set (90) $8.00
Unopened Box 29.00
6-Card Prism Set 48.00
Single Cards .20-.25
Single Prisms 7.50

X-FORCE

COMIC IMAGES 1991
Full Set (90) $12.00
Unopened Box 22.00
Single Cards .10-.15
Liefeld Signed Card (1,000 ed.) 55.00

X-FORCE

IMPEL (SKYBOX) 1991
Full Set (5) $15.00
1 Cable 5.50
2 Shatterstar 3.25
3 Deadpool 3.00
4 Surgeon & Gideon 3.00
5 Team 3.25

X-MEN

COMIC IMAGES 1991
Full Set (90) $16.00
Unopened Box 32.00
Single Cards .15-.20

X-MEN COVERS (Series 1)

COMIC IMAGES 1990
Full Set (90) $7.00
Unopened Box 24.00
Single Cards .10-.15

X-MEN COVERS (Series 2)

COMIC IMAGES 1990
Full Set (45) $4.00
Unopened Box 24.00
Single Cards .10-.15

X-MEN (Series 1)

SKYBOX 1992
Full Set (100) $35.00
Tin Set (7,500 ed.) 70.00
Unopened Box 65.00
Cap City Cold Magneto H'gram 10.00
Commons .15-.35
1 Beast .50
2 Wolverine 2.50
3 Havok .50
4 Nightcrawler .50
11 Professor X .50
12 Psylocke .85
13 Iceman .85
17 Cyclops 1.00
18 Gambit 2.00
19 Cable 2.00
20 Archange .90
24 Jean Grey .85
25 Colossus .75
29 Jubilee .60
36 Rogue 1.00
38 Bishop .85
41 Magneto 1.25
42 Sabretooth 2.00
71 X-Men Gold 1.00
72 X-Men Blue 1.00
73 Cannon 1.25
95 Wolverine 1.25
98 Cable 1.25
(Jim Lee Signed Card (w/stamp) 100.00

Holograms
Full Set (5) $30.00
H-1 Wolverine 8.75
H-2 Cable 8.75
H-3 Gambit 8.00
H-4 Magneto 6.00
H-5 The X-Men 6.00

X-MEN (Series 2)

SKYBOX 1993
Full Set (100) $25.00
Tin Set 65.00
Unopened Box 55.00
Commons .20-.35
1 Archangel .50
3 Bishop .75
5 Cable 1.50
12 Colossus 1.00
10 Cyclops 1.00
17 Gambit 1.75
13 Jean Grey .85
20 Nightcrawler .50
24 Psylocke .85
27 Rogue 1.00
16 Wolverine 1.75
43 Cable (vs. Stryfe) .60
44 Stryfe (vs. Cable) .60
45 Wolverine (vs. Omega Red) .85
50 Omega Red (vs. Wolverine) .85
52 Wolverine (vs. Sabretooth) .85
53 Sabretooth (vs. Wolverine) .85
85 X-Men Blue Team 1.00
86 X-Men Gold Team 1.00
91 Sabretooth Unleashed .60
93 Persuasion Gambit-Style .75
98 The Claws of Wolverine .60
H-X Wolverine 3-D 40.00

30th Anniversary Foils
Full Set (9) $40.00
Single Anniversary Foil cards 5.25
G-1 Cable 5.75
G-2 Cyclops 5.75
G-9 Wolverine 5.75

Holofoils
Full Set (3) $36.00
H-1 Cable 15.00
H-2 Magneto 13.00
H-3 Storm 14.00

YOUNGBLOOD

COMIC IMAGES 1992
Full Set (90) $9.00
Unopened Box 20.00
6-Card Prism Set 32.00
Single Cards .10-.15
Single Prisms 6.00

PREMIERE EDITION

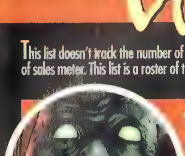
FLEER ULTRA

SKELETON WARRIORS™

BAD TO THE BONE! JANUARY, 1995

TOP 10 HEROES & VILLAINS OF THE MONTH

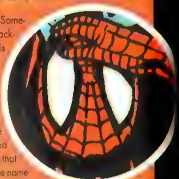
This list doesn't track the number of copies which a specific character sells each month. It doesn't pay any attention to any kind of sales meter. This list is a roster of the 10 comic book characters with the strongest fan following—nothing more, nothing less.



1. SPAWN

Yowza! I bet you're wishin' you wore that cup now, eh, Spawn? Superheroing is tough business. We're talkin' Sopranos City here, folks! Anyway, we probably don't have to tell you why this guy is here in the number one spot yet again, but for that poor schmook in Sturgeon Bay, Wis. who's never even heard of Spawn, we'll give you the lowdown. You see, there's this really neat artist guy—we'll call him Todd McFarlane (since that's what his mom calls him)—and he created this megapowerful superhero called Spawn. And thanks to McFarlane's popularity, a new Spawn toy line (which includes that cool freakin' Clown figure that you can't find anywhere!) and talks of a movie/cartoon in the works, Spawn has become one of the kiddies' most favorite characters, period. How can Todd make him more popular? One word: X belt-buckle.

2. SPIDER-MAN



Oh, my goo! Madie! Madie!! Somebody put Spidey's head on backwards! Oh, wait, it's only his storylines that are all backwards, his head's on just fine (relatively speaking). You gotta have some sympathy for the sap, though—after all, his clone is running around free in the city, wearing a hooded sweatshirt (somebody please explain that one, please). Plus, thanks to Mary Jane's complete y'knex pregnancy announcement (now she's a swinger, dating a singer?) Peter's hopefully be seeing a bouncing little arachnid or two in a few months. On top of that, Aunt May is rumored to be on his chemtrail (for real this time), and it turns out that the venom symbiote gave Spidey a raging case of syphilis (that last one's a lie, but it sure would make the papers, though, eh?)

3. WOLVERINE

With a stiff upper lip, Wolver...wait a minute, Wolvie doesn't even have an upper lip. All right, then, with a stiff lower lip, Wolverine looks ready to kick some serious mutant-natin butt! The bestest, smartest and surely smell est X-Man around is just basking in his fame. Could this newly resurrected popularity be due to the fact that his own title is nearing the centennial mark? Or maybe fans are just jumpin' for joy 'cause he'll be back to the ol' Logan pretty soon (along with some spiffy metal claws and a studded cone bra). It might also have something to do with the fact that he is rumored to play a major role in the X-Men timeline universe that will be a result of Legion's actions in "The Age of Apocalypse" storyline currently running rampant throughout the X-books.

4. GAMBIT

Say it with me, kids: ging-ivitis. See what happens when you don't floss, readers? It's no wonder that Rogue won't give this guy the time of day. This is only the tip of the iceberg, though. I bet all the X-Men consider dental hygiene secondary to time traveling or swamp critters like the Brood. Why, just look at Wolverine or Beast. And you just know Jubilee's got like six-gazillion cavities 'cause of all that gum she chews. If I were an X-Man, I'd form a union and tell ol' chrome dome Xavier to get a dental plan for everyone, or he can kiss my big fat, hairy, mutant butt goodbye. Hmmm, we seem to have gone off on a tangent again. Anyways, the famous ragin' Cajun is burnin' up the X world, regardless of crusty gumsicle in his teeth.

Spider-Man, Wolverine, & Gambit ™ & © Marvel Entertainment Group. Spawn is a registered trademark of Todd McFarlane Productions Inc. Spawn © Todd McFarlane Productions Inc.

5. BATMAN

I always wondered what Bats looked like when he had to take a crap. Hey, y'know, if Batman sticks his tongue out just a little bit, he could probably get it shoved pretty deep up that there nose of his, and give his fingers a rest. Yes sir. *Wizard* sure am good literature. Anyway, I guess it doesn't matter just who's wearing the ol' cape and cowl—the Batguy is still as high-profile as ever though DC should experiment and see if they can't kill his popularity by cloning him or something). With that *Batman Forever* movie just around the corner (all right, so it's a long corner) and probably a dozen or two sequels behind that one, you can bet your sweet bippy that the Caped Crusader is in for the long haul.

6. PITT

What the hell is Arsenio Hall doing in the Top Ten? Oh, wait, that's not Arsenio. Those giant evil guns fooled me. It's Pitt. Come on, you didn't think we'd forget Pitt, did ya? Even though his own book only comes out once every nine months. And what about poor Timmy? At the rate Pitt's going, he'll grow a nose long before he finds the little tyke. But you guys obviously love the big lug, or he wouldn't be poppin' up all over the place, especially here. So, we'll cut him some slack for the moment. But hear us now: Comedy Pitt find Timmy and get your book out on a regular basis, or we'll do something drastic and painful (like bring back Hunk & Bo

7. LADY DEATH

Without her two breasts, her best assets, Lady Death here wouldn't be as popular as she is, but she's got 'em, so she's still rocking high on the current bad girls trend (which is now making Wonder Woman popular. How the hell did that happen?). Aside from her more obvious assets (and their great pupiness eyes), LD is also mondo hot thanks to the release of the new *Evil Ernie: Revenge!* miniseries out right now, in which she plays a major role. Will she hang on to the charts? From the looks of things, yeah. She's still leading the pack as far as bad girls go (Vampi, Shi, Lady Rawhide, and such are close behind), and her upcoming new solo miniseries *Lady Death: Between Heaven & Hell* beginning in February pretty much guarantees her a regular spot on the charts.

8. VAMPIRELLA

What the hell is Cookie from *Thunder the Barbarian* doing here? Oh, wait a minute, this is one of them cute 1-1 Elfquest guys. Boy, I sure hope Cutter and Skywise have some garlic. Wait, that's Vampirella. Boy, it sure gets confusing here in Top Ten Land sometimes (especially since no one asked is these things). Anyway, Vampi here is enjoying quite the hot streak thanks to her monthly book from the gang at Harris, as well as her role in Chaos! or Chaos miniseries. So with all this goin' on, Vampi (and that fi-fi strand of phlegm in her mouth) looks to be a regular here at the Top Ten Ranch. (Which, if you'd notice, is now comprised of 40% women! You go, girls!)

9. SHI

Looks like somebody made Shi here read some recent installments of Wizard's Top Ten Heroes and Villains. Either that or she just caught the *Marvel Action Hour* (which should be named the *Marvel Action Five Minutes*, since that's as long as anyone can watch that show). So, anyway, thanks to Bill Tucci's excellent stories and art, *Shi* is one of the spiffier reads out there, and the lead heroine has turned into more than just another pretty face. Expect Shi here to start climbing the market prom heroine ladder pretty soon, as fans start to really pick up on how good her book really is. (And hey, go read the Bill Tucci interview on page 42! It's good stuff!)

10. ROGUE

Did you notice how all the gals this month are having a hard grade birthday party? All hands on one end and all the girls on the other! C'mon, kids, mingle! Play some fun party games like pin the tail on the fanboy, musical pants, and hockey (is it me, or is this month's Top Ten particularly offensive? I wonder how many readers we lost this time.) Anyway, let's welcome Rogue to the charts. Thanks to her presence in Marvel's X-books, and her own well-received limited series, she seems poised to start makin' some waves on these charts. How high can she climb? Seeing as how she's got one of their trademark X-belt-buckles, our guess is as far as she wants.

MORT OF THE MONTH

Now it's time to look at the lamest character of the month, or, as we like to call 'em, the Mort of the Month!

TEAM AMERICA

Team America? Even the Spider-Clone laughs at these guys. Y'see, HYDRA (that loser bunch of bad guys bent on world domination) tried to create a race of mutants with an experimental mutagenic compound (they didn't know the Marvel Universe would later consist of nothing but mutants). When they didn't see results, they canned the project. Years later, Team America developed their secret powers. And what, you ask, were their secret powers? Brace yourself, True Believer... cause this one's a doozy. By using a combined mental link, they could create a guy dressed all in black (the Black Marauder), who would drive a motorcycle and pop wheelies and stuff. What pushes these guys over the top of the dung heap, however, are their highly inventive names. Honcho, Wolf, and R.U. Reddy (R.U. a jackass?). One gun, three bullets, problem solved.

Vampirella ™ & © DC Comics. Pitt ™ & © Dave Brown. Vampirella ™ & © Harris Publications, Inc. Lady Death ™ & © Brian Pulido. Shi ™ & © William Elliott Tucci. Rogue & Team America ™ & © Marvel Entertainment Group.

Never Miss An Issue!

WIZARD: *The Guide to Comics*™

WIZARD offers over 200 mind-blowing pages of . . .

- **EXCLUSIVE NEWS:** If there's something going down in the comic book world, you'll read about it in an issue of WIZARD™.
- **HOT PICKS & RECOMMENDED READS:** Know everything there is to know about this month's comics.
- **ARTICLES:** No one knows the ins-and-outs of comic books like WIZARD™ does.
- **INTERVIEWS:** Hear what the big names have to say about their upcoming projects.
- **PRICES:** The WIZARD™ Price Guide Network is hundreds of dealers strong and growing, providing you with the most accurate comic book and non-sports trading card price guides available.

. . . and it's all coming to your doorstep every month for one year for only $24.95!

Subscribe with coupon below or call:

1-800-221-8700

YES!! Sign me up for 12 awesome issues of Wizard™ for only $24.95! I want to save 47% and have my favorite comic magazine sent straight to me!

NAME (please print clearly) _____

ADDRESS _____

CITY _____

STATE _____ ZIP CODE +4 _____

Send check or money order to the address below or pay by credit card

○ VISA ○ MASTERCARD

CARDHOLDER NAME _____

ACCOUNT # _____

EXPIRATION DATE _____

SIGNATURE _____

TELEPHONE NUMBER _____

Send to...

Wizard Press
PO Box 656
Yorktown Heights, NY 10598-0656

Ms. Marvel, ™ & © Marvel Entertainment Group

Ms. Marvel #16

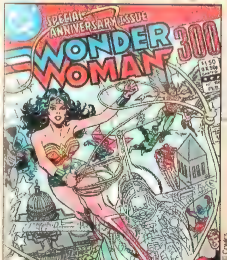
Writer: ***Chris Claremont***
Artist: ***Jim Mooney***
Publisher: ***Marvel Comics***
Release date: ***April 1978***

Well, since we've officially canned Hunk & Babe as of this month (10 bucks says nobody notices), we figured we had to slap some hot bodies somewhere, so here they are. Not only does this ish feature the very babelicious Ms. Marvel (call her "Mrs." and get a high heel in your butt), but it also spotlights the very first appearance of Mystique!

Yes sir, not only does this fill our quota for X-Men back issues here in Comic Watch, but we also get to talk about what a babe she is. First off, she's a redhead, and redheads rule. Second, she's blue, and everyone loves blue chicks (yeah, like you didn't dig Smurfette back when you were 12). So, aside from this ish having the first cameo appearance of a sexy five-foot-eight red-headed Smurf, be aware that Mystique is set to become a much larger player in the Marvel Universe. How so? Well, back in *X-Men Unlimited* #4, it was established that she was Nightcrawler's mom. Then in *X-Factor* #108, she tried to off that time-traveling weasel Legion, and according to them mutant-scribes over at Marvel, she's also on her way to becoming a full-time member of X-Factor.

Boy, she really gets around. With all that said, good luck trying to get your hands on this little gem.

COMIC watch



Wonder Woman, ™ & © DC Comics

Wonder Woman (vol. 1) #300

Writers: ***Roy & Dann Thomas***
Artists: ***Gene Colan (framing sequence), various others***
Publisher: ***DC Comics***
Release date: ***February 1983***

Wonder Woman? Who the hell slipped this in here? What is it, the first appearance of the Invisible Plane, or does Wonder Monkey have a cameo or something? And since when is this *Wizard: The Guide to Girly-Man Comics*? Huh? Oh, wait a minute. This ish features the first appearance of Lyta Hall, the chick whose li'l son Daniel appears to be next in line to replace Sandman (who stars in one o' them highbrow Vertigo books. Y'know, the kind of comics with pictures AND words). Seeing as how a big ol' chunk of fandom has worked itself into a frothy frenzy over the current Sandman storyline (which has Lyta Hall figuring in most prominently—she might even kill Morpheus!), this ish (Geez, still can't believe there's a *Wonder Woman* back issue in here!) looks to have a lot of promise.

Y'know, we're ashamed of ourselves for ragging on WW like that, so just to be nice, we'll take a closer look at this issue. Let's see...hmm...you've got the Amazon Princess taking a nap in her invisible plane after setting it on autopilot...a metal beach ball...a red-headed Wonder Woman (mwrrrrrrow)...and some pretty snappy banter: "Hey, who is that **woman**, anyway?" "Whoever she is, she sure is a **wonder!**" With all that great stuff, plus Lyta's first appearance, how could this issue not get any hotter?

PICKS FROM THE WIZARD'S HAT

HERE'S A LISTING OF THE HOTTEST BOOKS SHIPPING IN JANUARY!

After Xavier: The Age of Apocalypse

Writers: ***Various***
Artists: ***Various***
Release Date: ***January***
Cover Price: ***$1.95 each book***

We here at Picks Central want to give you the most for your money this month, in case that holiday loot starts burning a hole in your pocket. And it seems the publishers are more than willing to help us out! They've jammed their calendars with enough team-ups, crossovers, and special events to ensure that 1995 hits the ground running.

First out of the hat comes the kick-off to Marvel's X-Men Mega Event, the story that turns the mutant world on its head. Last month, after Professor Charles Xavier was killed 20 years ago (you know what we mean), *X-Men: Alpha* introduced fans to a world dramatically changed by the Prof's absence. This month, that look into an apocalyptic alternate universe expands to include every X-book, revealing major changes to the mutant heroes we thought we knew so well.

The alterations include such devastating reversals as Magneto leading the X-Men on his own; Gambit becoming a jewel thief; Kitty Pryde and her husband Colossus searching for his sister Illyana in the slave pits; Scott Summers working for his stepfather Mr. Sinister, and Wolverine and Phoenix teaming up as the most calamitous couple ever. New costumes and new attitudes make it clear that life without Prof. X means it's time for something completely different.

The creative teams drive home that point by changing the names of all the X-books, except for mini-series already under way and reprint titles. Until someone finds a way out of this new world (in about four months), here's the new lineup: *Cable/X-Man; Excalibur/X-Calibre; Generation X/Generation Next, Uncanny X-Men/The Astonishing X-Men, Wolverine/Weapon X; X-Factor/Factor X; X-Force/Gambit & the X-Ternals; X-Men/The Amazing X-Men;* and *X-Men Unlimited/X-Men Chronicles.*

Extreme Sacrifice

Writers: ***Various***
Artists: ***Various***
Release Date: ***January***
Cover Price: ***$2.50 each book***

There's never been a crossover quite as Extreme as the one planned by Rob Liefeld's studio for January. "We want to be different," says Matt Hawkins, director of marketing. "Everyone tells the Battle of Armageddon, we're going to tell the Battle Beyond Armageddon." The nine-part tale kicks off with Lucifer's dominion over Hell being challenged by Chapel, who committed suicide before Spawn's eyes in *Youngblood* #10 last month. Meanwhile, the mysterious Link, last seen in *Youngblood* #0 two years ago, finally makes his intentions known and confronts Crypt, another mysterious adventurer who has travelled from the future with his own agenda. These clashes will spawn a slew of heart-wrenching battles, which will change the Extreme Universe forever and result in *Team Youngblood* and *Youngblood Strikefile* being canceled, *Prophet* relaunching under Chuck Dixon and Stephen Platt, *Brigade* transforming into the first ongoing team book featuring characters from several Image studios (including Supreme, ShadowHawk, Glory, Roman, Troll, and Vanguard), and a host of characters being revamped—or dying!

Youngblood Strikefile #11 will also celebrate this crossover event by telling the secret origins of Link and Crypt. Readers can also jump right onto new titles, including *Knightmare*, starring a hero/Mafia hit man, and *Mark IV*, featuring a man who discovers a talisman of enormous power.

Godwheel #0-#3

Writers: ***M. W. Barr, J. D. Hudnall, G. Jones, D.Danko, and C. Ulm***
Artists: ***M. Pacella, J. Madureira, A. Lopresti, S. Benefiel, S. Kolins, D. Panosian, G. Frank, and M. Wieringo***
Release Date: ***January***
Cover Price: ***$2.50 each***

Scheduling this four-part mini-series as a bi-weekly gives you an idea of how excited the guys at Malibu are about the title. "We wanted a standalone mini-series to serve as a key point in the second wave of the Ultraverse push," says Chris Ulm, coordinating editor and writer of January's kick-off #0 issue. "We want fans to get a taste of the characters without having to buy a lot of titles." The first issue sets a rapid pace, presenting the origin of the deadly new villain Primevil, who will be loose in the Ultraverse by series' end. He joins the recently-introduced NecroMantra, as well as Rune, Lord Pumpkin, and Argus, to seek out the three keys to the Crucible of Life, which will let them rule the strange world of Godwheel. When the dust settles, the Ultraverse won't be the same. "This will be a major transformational experience for some of the characters," Ulm reveals. The heroes set to combat these unnatural killers include Hardcase, Pressure, Feline, Cayman, Flygirl, Mantra, Lukasz, and Warstrike. Also making its debut, which has only been hinted at in the past, will be science fiction writer Larry Niven's contribution to the Ultraverse, a major piece of Ultraverse geography that readers will have to see to believe.

COPYRIGHT ™ & © 1995 MALIBU COMICS ENTERTAINMENT, INC.

Jonah Hex: Riders of the Worm and Such #1

Jonah Hex ™ & © DC Comics

Writer: ***Joe R. Lansdale***
Artists: ***Timothy Truman & Sam Glanzman***
Release Date: ***January***
Cover Price: ***$2.95***

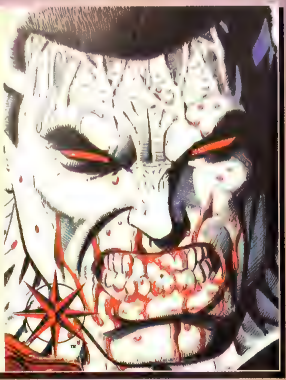
OK, so it's only one comic and it only crosses over into issue #2 next month. But let's face it, any comic that can combine really awful singing cowboys with giant man-eating worms virtually leaps from the hat! This monthly five-parter from DC/Vertigo serves as a follow-up to *Two-Gun Mojo*, Lansdale and Truman's earlier award-winning Hex story. But this time, things are ratcheted up a notch or three "This story is both more horrific and funnier," says editor Stuart Moore. "In the first series, Joe and Tim wanted to do something in the vein of the classic *Jonah Hex* stories, so they did a pretty straight horror/western This time they wanted to do something a little further out." If the descriptive and truly hilarious lyrics about diddling cows don't make that clear, then the terrifying worms that aren't too choosy about which warm body they're munching on certainly should. Those slithering creatures are based on several local Indian myths, the creators assure us, and you can be sure that with Truman and Glanzman at the drawing board, the rest of the Western images will be true-to-life, as well. "Tim's a real history buff and likes to include lots of period detail," Moore says, "and what he doesn't know, Sam fills in. They're both big on accuracy." And readers big on literate, unusual, and engaging stories should take a generous gander at this series.

Bloodshot #27

Writer: ***Kevin VanHook***
Artist: ***Sean Chen***
Release Date: ***January***
Cover Price: ***$2.25***

Valiant history has it that the terrible experiment that gave Bloodshot his formidable powers was interrupted before its evil conclusion could be reached. Now its creator, Hideyoshi Iwatsu, finally manages to capture Bloodshot and complete his transformation. The result: Bloodshot has become the perfect killing machine and a slave to Iwatsu's nefarious goals! Ninjak and the Secret Weapons vow to stop their former compatriot one way or another—but even if they do, there's no way to reverse the physical alterations. "Bloodshot is undergoing a definite revamping," says editor Maurice Fontenot. "This is going to be a big change for him overall. His visual look is going to alter forever, and he'll have long-term difficulty dealing with the mental programming he's undergone."

Although his series is not part of the "Bloodshot Rampage" epic, Ninjak plays a key role in trying to reverse the effects in this five-part story, the first three parts of which appear in January, in *Bloodshot* #27 and #28, and *Secret Weapons* #20. As the story proceeds in February's *Bloodshot* #29 and *Secret Weapons* #21, Fontenot reveals, it becomes clear that members of the Secret Weapons team will pay a significant price to stop Bloodshot's rampage. "Para-man is in for a big surprise after he tries to go one-on-one with Bloodshot," he says. By the conclusion, readers won't recognize some of their favorite characters anymore. "We'll be dealing with the ramifications of this storyline in both *Bloodshot* and *Secret Weapons* for a long time."



Bloodshot ™ & © Voyager Communications Inc

MORE PICKS

The following pages list the peachiest titles shipping in January. Books marked by a check ✓ sign are comics that should not be overlooked on the often-cramped comic shelf.

Angela #2

IMAGE What do ya do when you're on trial in Heaven? Well, you could call Albert Brooks. Or a demon from Hell. And, hey, that's just what Angela's pals do, when they capture Spawn and bring him to her trial. Beauty and the beast here, team up and escape straight into Hell, courtesy of Spawn's cape. (10 bucks says that halfway home, his cape "runs out of gas." Sneaky li'l devil.) By Neil Gaiman and Greg Capullo. **$2.25**

Aquaman #7

DC COMICS While Aquaman goes up against the Deep Six (the G.I. Joe guy?) and attempts to force 'em to restore Dolphin, his newfound son seeks vengeance for his mother's death and displays some fishy powers. Sounds like the hooked wonder could sure use a hand (bo-da-bump). Also, witness Koko's transformation into a new fire elemental. (Speaking of which, where the hell did Firestorm go?) By Peter David, Marty Egeland, and Howard Shum. **$1.50**

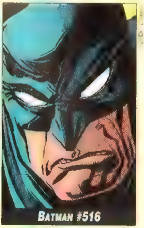
Ash #2

EVENT On top of the Brooklyn Bridge, Ash takes on Theresa from Flatbush. (Theresa from Flatbush? Even Image laughs at that name.) Anyway, this ish, Ash also tussles with a street gang, encounters government agents who're huntin' him down, meets Mike's sister again, and still refuses to eat his mom's leftover chicken. Action any way you slice it, by Joe Quesada and Jimmy Palmiotti. **$2.50**

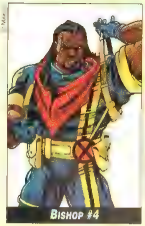
Batman Books

DC COMICS In *Batman* #516, the Batguy seeks out Gotham's newest serial killer, the Sleeper, who's on a murder spree to save her own life. (Yeah, tell it to the cops, scumbag!) Over in *Detective Comics* #683, the Penguin returns, this time running a somewhat legal casino, where a genius known as the Actuary (that Theresa from Flatbush-type crack fits in here, as well) could become Batman's newest adversary. Then waddle on down to

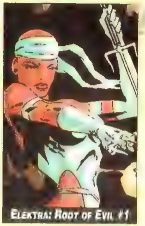
Ash #2



Batman #516



Bishop #4



Elektra: Root of Evil #1

Batman: Shadow of the Bat #36, where the Black Canary's visiting. It seems she's investigating a teenage boy's murder, but Batman's already on the case, and you know how much he likes company (unless you're a young boy in tights, stay outta his face!). Then bounce on up to *Batman: Legends of the Dark Knight* #69 for "Criminals," Part 1 (of 2). Some pretty brutal crimes are being committed in Gotham by convicts sittin' on Death Row, including a suspect that was already executed! The Dark Knight slaps on some grimy makeup to impersonate an inmate and solve this case. **$1.50—*BATMAN, DETECTIVE*; $1.95—*BATMAN: SOTB*, *BATMAN: LOTDK***

Bishop #4 (of 4)

MARVEL Bishop goes up against Mountjoy, and after these two clash, Bishop will never be the same again. (Marvel's changing him to a white midget with Turrett's Syndrome). Fun and hijinks by John Ostrander, Carlos Pacheco, and Cam Smith. **$2.95**

Elektra: Root of Evil #1 (of 4)

MARVEL Elektra battles the sinister Snakeroot, but will she be able to kill one of her former lovers? And what's with her big bald head? And isn't she dead? And will Marvel really transform Bishop into a white midget with Turrett's? At least some of that stuff's in here, brought to you by D.G. Chichester and Scott McDaniel. **$2.95**

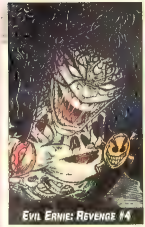
Evil Ernie: Revenge! #4 (of 4)

CHAOS! COMICS What's worse than being buried under 50 tons of concrete and surrounded by enough firepower to blow a hole straight through the Earth to China? *Fantastic Force*? Close, but thankfully Evil Ernie has nothing to do with mucking up Stan and Jack's legacy; he's too busy digging himself out of all that rubble. And to make matters even worse, Mary Young enters his mind and goes gunning for Lady Death. (Yeah, let's see her get near L.D. if you attack her from the front, her natural bumpers'll prevent you from laying a hand on her!) By Brian Pulido and Steven Hughes. **$2.50**

✓ Flash #99

DC COMICS "Terminal Velocity," Part 5 (of 6). Flash goes into overdrive to save Linda from some nasty laser beams, putting his

MORE PICKS



EVIL ERNIE: REVENGE #4

KRUSTY COMICS #1

© Bongo Entertainment & News

own life in some serious jeopardy. Is this the end of the Flash? By Mark Waid, Sal Larocca, and Jose Marzan Jr. Waid says of the ish, "This is really the climax for Wally. At the end of #99, Wally West is no more. It's time to figure out who will take over the role, but we used the back half of issue #99 to take out those possibilities—like shootin' fish in a barrel. By the end of #99, there is no hope for Keystone City." (Geeez.) **$1.50**

✓ GREEN LANTERN #60

DC COMICS No matter what stupid name he's calling himself or what idiotic costume he's wearing, Guy Gardner just can't stay away from Green Lantern. This issue, Warrior (God, this guy sucks) teams up with GL to go after Major Force and do away with the Quorum. Will Kyle be able to hold back when he fights Force? I mean, the guy *did* kill his girlfriend and shove her in a refrigerator. By Ron Marz, Darryl Banks, and Romeo Tanghal. Marz says of the issue, "It's Kyle's first team-up with Guy. The real crux of the story is that Kyle gets a chance to even the score with Major Force for killing his girlfriend, and how that plays itself out. How Kyle exacts his revenge is important in his maturation as a hero. It's a good indicator of how far he's come since he got the ring, and also what kind of hero he can be in the future." **$1.50**

GRENDEL TALES: HOMECOMING #2 (OF 3)

DARK HORSE After a decade away from home, Susan returns to reawaken an old romance with Avril. Unfortunately, her town is now run by Orion's Bastards, a gang bent on destroying that romance in the same way they crushed the town. (Wow, I can't believe we said bastards in *Wizard*. We're so cutting edge.) By Pat McEown and Dave Cooper. **$2.95**

HARDWARE #25

MILESTONE/DC Hardware takes on the villainous team of Death Row, consisting of Hangman, Guillotine, Hypo, and Volt. If nothing else, buy this book because it introduces a whole bunch of new super-characters with cool names, which is apparently the second toughest thing to pull off in comics these days, right after good stories. Hats off to Milestone for doing both. By Dwayne McDuffie, Denys Cowan, Humberto Ramos, and Prentis Rollins. **$2.95**

HARLAN ELLISON'S DREAM CORRIDOR SPECIAL

DARK HORSE It's an anthology chock full o' dream-like stories. In the far future, a mutant housebeast is traded in by his owner for a newer model; a vile dictator from the future hides in the prehistoric past; some nasty little teeth graphically reveal what happens to squealers; and following some lightning, an enormous cyclopean Promethius's body is found in an apple orchard. Adapted by a whole plethora of cool artist-types, with framing sequences written by Ellison and drawn by Eric Shanower. **$4.95**

ICON #23

MILESTONE/DC Are you ready for the new Rocket? Is Dakota? Well, before she makes her debut, she's gotta be trained. And I can't think of anyone better for the job of teacher than a pregnant chick named Raquel (AKA the first Rocket). The two of them quickly learn that some things in life just can't be taught. By M.D. Bright and Mike Gustovich. **$1.75**

KRUSTY COMICS #1 (OF 3)

BONGO COMICS "The Rise & Fall of Krustyland!" Hidely Ho, people! It's a Simpsons tale chock full o' hornswaggling and low-down chicanery. Krusty the Clown swindles Ned Flanders and the Junior Campers with a shady land deal. Bart and Lionel "I rest my case" Hutz join the gang in an amusement park gone awry. Plus, the "Incredibly Stimulating Secret Life of Sideshow Mel." By Jamie Angell, Mili Smythe, and Matt Groening. **$2.25**

LOBO #14

DC COMICS "Lobo, P.I.," Part 1 (of 5). Our Main Man travels the galaxy to hunt down the biggest bastich' alive, El Bastardé. But Lobo smells betrayal (and just plain smellsl), since someone's tipped off El Bastardé of the hunt (Cocoo... we said "Bastardé"!). Also, Lobo opens his own bounty agency, but soon discovers that the paperwork is too much for him to handle. By Alan Grant and John Dell. **$1.95**

✓ MADMAN COMICS #5

LEGEND/DARK HORSE Madman is reunited with the presumed-dead-because-he-took-his-own-artificial-life Astroman, just in time to stop a crazy killer known as The Blast, whose sole purpose

MADMAN COMICS #5

© Mike Allred

PITT #8

MORE PICKS

THE POWER OF SHAZAM! #1

ROGUE #3

in life is to destroy Madman. (Shallow guy.) And guess what, kiddies—there's also a surprise mystery guest-star this ish. This snappy tale is brought to you by writer/artist Mike Allred, who says, "With this issue, I really feel like my wheels are turning now. I feel like I've really slipped into a groove. In this issue, I incorporated the winning entry of [*Wizard* #33's] Madman costume contest. I had a great time with it. So, the readers will be able to see who won, and hopefully enjoy the issue as much as I did creating it." **$2.95**

MR. HERO—THE NEWMATIC MAN #3

TEKNO•COMIX Our hero (that's *Mr.* Hero to you) decides to "Image Up" thanks to his taxing battles with the Teknophage's minions. So, he upgrades his armor and jumps straight into battle. ("/ know, between the • and the —, my vote goes to Tekno•Comix for "Comic Company Most Sensitive to the Feelings of Punctuation.") By James Vance, Ted Slampyak, and Bob McLeod. **$1.95**

PITT #8

IMAGE This ish, Pitt goes on a quest to see why it is that he was one of the first Image characters to get a book 'bout two years ago, yet he's only up to issue #8. During the search, all fingers point to Dale Keown for answers, but since nobody knows where he is, he's out of luck. So, Pitt begins a search for Timmy instead, which leads him to Canada's frozen wasteland, and some nasty kidnappers, who demand a severe ransom. By Brian Hotton and Dale Keown. **$1.95**

THE POWER OF SHAZAM! #1

DC COMICS Holy Moley! The Big Red Cheese is back! In his first issue, Captain Marvel takes on an urban terrorist, and Billy Batson starts to feel the pressure of being the World's Mightiest Mortal. Hey, how awesome would a team-up between Capt. Marvel and Prime be? Of course, Johnny Bates (AKA Kid Miracleman) would wipe the floor with both of 'em. By Jerry Ordway, Peter Krause, and Mike Manley. **$1.50**

✓ ROBIN #15

DC COMICS If the Cluemaster is committing crimes throughout Gotham, then who's that Cluemaster guy in prison? Robin tracks down the Spoiler (the Cluemaster's daughter, as well as Robin's girlfriend-in-waiting), to get the real scoop. Also, Tim hits a snag in the relationship department with Ariana. I just knew he shouldn't have taken her to that Monster Truck Rally. By Chuck Dixon, Tom Grummett, and Ray Kryssing. Dixon says of the issue, "We do get to see the Spoiler in action with Robin and the blossoming teen romance between the two. She's a lot more hot for him than he is [for her] There's also one hell of a martial arts fight involving a cat, which I'm really proud of. It's stupid, but believe me—just the idea of somebody trying to do a martial arts fight with a cat. You'll never look at a cat the same way. You will believe a cat can fight." OK. **$1.50**

ROGUE #3 (OF 4)

MARVEL Gambit gets his sorry butt captured by the Assassins Guild, so now Rogue's gotta save him, and Cody (Rogue's old boyfriend), too! But who will she save? And will saving one cost the other his life? By Howard Mackie, Mike Wieringo, and Terry Austin. **$2.95**

✓ SANDMAN #68

VERTIGO/DC As we near the end of "The Kindly Ones" (as well as the end of the series), a strange turn of events causes some serious repercussions that will change the very nature of the Dreaming. Hmm. Is that general enough for ya? Well, we can also practically guarantee you plenty of weird thingies and lots of symbolic stuff. By Neil Gaiman and Marc Hempel. **$1.95**

SHI #6

CRUSADE COMICS Shi may have finally met her match (and what a match they are!) in the deadly, and of course, beautiful, Tomoe, a warrior of Nara. Yet, it's just like a bad episode of *The Brady Bunch*, when Shi discovers that her newest enemy just happens to be one of her closest friends. Ah, well. Run her through anyway. By William Tucci, Peter Gutierrez, and Jimmy Palmiotti. **$2.50**

✓ SIN CITY: THE BIG FAT KILL #3

LEGEND/DARK HORSE Here's a question for all you convicts out there: Where do ya unload five stiffs (who happen to be cops), when all the usual places are being watched? Well, if you've got any ideas, Dwight can certainly use 'em, since he's lugging those corpses around in his car trying to get rid of 'em before the mob gets

SHI #6

SPIDER-MAN #56

MORE PICKS

to him. By the mayor of Sin City himself, Frank Miller **$2.95**

Spawn #28

IMAGE Spawn finally confronts Wanda face to face (ewww, gross!), and she starts to realize why Spawn has entered her life. Also, Spawn's good deed of saving Terry Fitzgerald's life returns to haunt him. Yeah, that's a great way to get back together with your wife, Spawny: save her current husband's life. Sheesh. What a maroon. Now he's never gonna score. By Todd McFarlane and Greg Capullo. **$1.95**

✓ Spectre #27

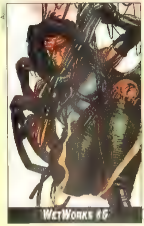
DC COMICS Azmodus (Hey, the second *Watchmen* reference this month! Just try and find the first!) is back and he's out for the Spectre's blood. Does the Spectre even have blood? The big bad guy starts makin' trouble by going after Madame Xanadu (hubba hubba!). Also, Clarise Winston's daughter makes a deal with the devil. Hope she reads the fine print. By John Ostrander and Tom Mandrake. **$1.95**

Spider-Man Books

MARVEL COMICS *Web of Spider-Man* #122 begins the three-part "Smoke and Mirrors" storyline. The clone's (ugh) creator, the Jackal (I'm confused—do we "ugh" him too, or not?) is back with some nasty business in mind. Then swing on by *Amazing Spider-Man* #399 for "Smoke and Mirrors," Part 2 (of 3). Ol' Web-Head and the Scarlet Spider (double ugh) team up to stop the Jackal, who's turned himself into a vicious and deadly monster. When you're done ughing over there, climb on up to *Spider-Man* #56 for the ughtastic finale to "Smoke and Mirrors." Here, the Jackal (like all good-hearted villains) reveals his original plans for Spidey and the creation of the ugh. Plus, is it the return of (can you say ugh squared?) Gwen Stacy? If you're still a Spidey fan after all that, then you might as well pick up *Spectacular Spider Man* #222 for "The Price of Truth," Part 1 (of 2), and learn who the Jackal really is! **$1.50 EACH; $1.95—*SPIDER-MAN***

Star Wars: Tales of the Jedi—Dark Lords of the Sith, Book 1 #4 (of 6)

DARK HORSE Have you caught that Energizer commercial where Darth Vader loses to the bunny because his lightsaber has


WetWorks #6

X-Files #1

those crappy batteries in it? Vader should a just kicked that damn bunny out of an airlock! Anyway, this ish, Jedi Exar Kun searches for that Sith magic in a pretty nasty place. A place so gosh-darn evil that his bond with the light side of the Force is broken and he must use the dark side. By Tom Veitch, Kevin Anderson, Chris Gossett, and Jord. Ensign. **$2.50**

Star Wars: Dark Empire II #2

DARK HORSE "Doba goota, Solo." Well, no, sorry, Greedo doesn't appear this ish, but Han Solo does, however, and he's on the run from every friggin' bounty hunter on Nar Shadda, including Boba Fett. My money's on Boba. I mean, come on, nobody—but nobody—escapes a guy who's that cool! By Tom Veitch and Cam Kennedy. **$2.95**

✓ Superboy #13

DC COMICS "Watery Grave," Part 1 (of 3). When full-blown war with the Silicon Dragons ensues, the li'l "S" must team-up with King Shark, Sidearm, Captain Boomerang, and Knockout. By Karl Kesel, Tom Grummett, and Doug Hazlewood. **$1.50**

Superman Books

DC COMICS In *Superman: The Man of Steel* #42, Metropolis's young rock star Babe's vampiric state can be cured by the enigmatic Lock (What's with these stupid apostrophes, anyway? First 'Breed, and now 'Lock!), but it may be too late to save that Olsen clown from Babe's deadly bite! Meanwhile, *Superman* #98 holds the answer to Toyman's madness. (He just can't seem to find a Rogue figure anywhere.) In *Adventures of Superman* #521, Thorn's back in Metropolis (next stop: Boneville), and it looks like Superman and the Riot Grrrls can use some help. Well, that's obvious—they can't even spell! And to wrap up your monthly dose of flying aliens with long hair, check out *Action Comics* #708. Deathtrap is back gunning for Supes, and Mister Miracle's in town to give the "Big S" a hand. **$1.50 EACH**

✓ Tyrant #3

SPIDERBABY GRAFIX "Blood & Berries" concludes with the birth of our esteemed hero, Tyrant. The little guy learns what it

© DC Comics

Superman #98

Vengeance of Vampirella #10

TM&©

NOW ON SALE IN BOOKSTORES AND COMIC SHOPS EVERYWHERE!

SPIDER-MAN®: THE VENOM FACTOR
by Diane Duane

WITH CHAPTER HEADING ILLUSTRATIONS BY
RON LIM & KEITH AIKEN

Special limited-edition TRADING CARD bound into the first 100,000 copies! ***You won't find this trading card anywhere else!***

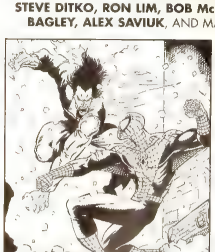
Spider-Man must go up against the combined forces of Venom™, the Hobgoblin™, and an all-new super-villain in his first-ever hardcover novel!

"...a good story ... with dead-on characterization."
—*Hero Illustrated*

"...an action-packed romp .. enjoyable reading .. For a Spidey-fan like yours truly, this book was like coming home again."
—Tony Isabella, *Comics Buyer's Guide*

THE ULTIMATE SPIDER-MAN®
Stan Lee, Editor

WITH ILLUSTRATIONS BY THREE DECADES OF SPIDER MAN ARTISTS, INCLUDING **JOHN ROMITA SR., STEVE DITKO, RON LIM, BOB McLEOD, MARK BAGLEY, ALEX SAVIUK**, AND MANY MORE!



Starting with STAN LEE and PETER DAVID's novella that gives an exciting re-telling of Spidey's origin, followed by a dozen stories by both comics and science fiction authors (ANN NOCENTI, DAVID MICHELINIE, LAWRENCE WATT-EVANS, ROBERT L. WASHINGTON III, CRAIG SHAW GARDNER), this anthology of original short fiction is a must-read for Spider-Man fans!

PUTNAM BERKLEY

Statement of Ownership, Management, and Circulation
Title of Publication: *Wizard, The Guide to Comics*
Publication Number: ISSN 1065-6499
Date of Filing: December 5th, 1994
Frequency of issue: Monthly
Number of issues published annually: 12
Annual subscription price: $24.95
Complete mailing address of known office of publication: 151 Wells Ave., Congers NY 10920-2064
Complete mailing address of the headquarters or general business office of publication: 151 Wells Ave., Congers NY 10920-2064
Publisher: Gareb S. Shamus, 151 Wells Ave., Congers NY 10920-2064
Editor: Patrick McCallum, 151 Wells Ave., Congers NY 10920-2064
Owner: Gareb Shamus Enterprises, 151 Wells Ave., Congers NY 10920-2064
Known bondholders, mortgagees, and other security holders owning 1 percent or more of total amount of bonds, mortgages, or other securities: none

EXTENT AND NATURE OF CIRCULATION

	Avg. No. Copies Each Issue During Preceding Twelve Months	Actual No. Copies of Single Issue Published Nearest to Filing Date Total
No. copies (net press run)	377,968	420,785
Paid and/or requested circulation (not mailed):	284,895	301,820
Paid or requested circulation (mailed):	15,534	23,669
Total paid and/or requested circulation:	300,428	325,489
Free distribution by mail, carrier or other means:	2,173	2,341
Total distribution:	302,601	327,830
Copies not distributed:	4,998	916
Returns from news agents:	70,368	92,039
Total	377,968	420,785
Percent paid and/or requested circulation:	99.3%	99.3%

I certify that all information furnished above is complete and correct (signed)
Gareb S. Shamus
President and Publisher

BIG DAYS
AKRON-CANTON COMIC CON™
Northeastern Ohio's Biggest All Comic Book Event!

February 4 & 5, 1995
Saturday 11am-6pm
Sunday 10am-4pm

TADMOR HALL
3000 Krebs Drive (Off Jarvis Rd.)
I-77 at Exit 120 (Arlington Rd.)
Akron, Ohio
Admission $6.00/day or $10.00 for both days
Age 6 & Under FREE
FREE PARKING

★ Art Contests
★ Freebies
★ Door Prizes
★ Panel Discussions
★ How to Draw Comics Seminar Sat 4-6 by Sal Velluto & Jeff Albrecht
★ Magic Tournament Sunday 11-4
★ Charity Auctions to Benefit

Children's Hospital Medical Center of Akron

Guests:
(More to be announced)

DARRYL BANKS
Green Lantern, Legion of Super-Heroes
PAT BRODERICK
Doom 2099, Spider-Man & X-Factor, Ragman
JAN DUURSEMA
X-Factor, Hawkman, Hulk
MARTIN EGELAND
Aquaman, Freex
GENE HA
Adventures of Cyclops & Phoenix, X-Men Ann. #3, Nightman
CULLY HAMNER
Green Lantern, Firearm
KYLE HOTZ
Ghost Rider 2099, Nightman
TOM MANDRAKE
Spectre, Batman
RON MARZ
Green Lantern, Storm Watch, Silver Surfer
EDDY NEWELL
Black Lightning, Superman Mos Ann #2
PAUL PELLETIER
Outsiders, X-Force, Hulk
SAL VELLUTO
Justice League Task Force, X-O Manowar

Info: 216-499-6056

MORE PICKS

takes to survive in this quirky thing we call life. It takes blood, blood, and more blood! Umm, sorry, at least that's what it took back in the Cretaceous period. This giant lizard epic is brought your way by writer/artist Steven R Bissette, who says, "The bulk of the book happens inside the egg I studied embryology for about a four-month period, and the bulk of the book brings the reader inside the egg You witness the growth of the embryo itself into the full-grown infant ready to hatch. It's also pretty trippy. There's a lot of stuff in here that I can only describe as hallucinogenic. It's all as accurate as I can make it, but there's some very, very strange imagery in this book. It should be entertaining reading." **$2.95**

Vengeance of Vampirella #10

HARRIS Where's Nancy Reagan when you need her? Adam Van Helsing needed to "Just Say No" before he took the Hyde 25 drug that transformed him into Bad Jack. Vampirella and Bishop [Marvel also changed him into a Harris character when they transformed him] spend this issue fighting to save Van Helsing. By Tom Sniegoski and David Perrin. **$2.95**

WetWorks #5

IMAGE Following their vicious battle with the Vampire Nation, Dane's soldiers take a nap. Sounds pretty exciting to me. Plus, Pilgrim begins to metamorphosize, and that Vampire Nation bunch could be dividing into two factions. Hot fun by Whilce Portacio **$2.50**

X #11

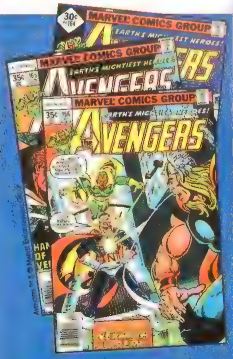
DARK HORSE Another lame-named villain makes his appearance this month Say hello to Coffin (Y'know, it's not too hard to come up with these. Howabout "Chair" or "Table"? Or even. the dreaded "Sofa."), Comics' Greatest World's newest villain, and the newest pain in X's butt, as the "War for Arcadia" continues By Steven Grant, Chris Warner, and Tim Bradstreet **$2.50**

X-Files #1

TOPPS Your favorite agents of the supernatural, Scully and Mulder, jump straight from TV into comics. In their first issue, the duo face off against terrorists, military conspiracies (like the military does anything that's *not* involved in a conspiracy!), religious fanatics (cool!), and flying saucers. Oh yeah, they also encounter some prophecy that may just be the word of God. ("Comics rot your brain! COMICS ROT YOUR BRAIN!!!") By Stefan Petrucha and Charles Adlard. **$2.50**

good & cheap

by Mike Searle



The Avengers #164-#166

Writer: *Jim Shooter*

Artists: *John Byrne and Pablo Marcos*

Current Total Value: *$18.00 ($6 each)*

All right, any comic which has the Vision dropping out of the sky on someone's head like a runaway kamikaze meteor *has* to be a memorable Avengers story. And *Avengers* #164-#166, with the Avengers versus Count Nefaria, certainly fits the bill. With arguably the best lineup of Avengers ever—Iron Man, Captain America, the Vision, the Scarlet Witch, Yellowjacket, the Wasp, the Beast, Black Panther, Thor, and the newly resurrected [in #163] Wonder Man—the team of writer Jim Shooter and artist John Byrne brings us a three-part slug-o-rama not to be forgotten.

When the mysterious manipulator Count Nefaria employs the new, vastly empowered Lethal Legion to destroy the Avengers—the evil trio of super-strong Power Man (unrelated to Luke Cage), the speedster Whirlwind, and the energy-blasting Living Laser—you know Shellhead and his companions are in for trouble. But when Count Nefaria unexpectedly boosts the Legion's super-abilities, then steals them for himself, the Avengers are confronted with a next-to-impossible foe who topples skyscrapers like dominoes and swats around Thor in his spare time.

How do they stop a living weapon—especially one in a really cool costume? Check out *Avengers* #164-#166 to find out—and see a bunch of heroes and villains trounced in some good, old-fashioned, butt-kicking fun. ☆

ZEN GOES SOLO!

THE ALL-NEW MONTHLY SERIES IN FULL DIGITAL COLOR, FEATURING THE ASTONISHING ARTWORK OF

ORBETA!

ISSUE #1 SHIPS MARCH 1995!

PLATINUM EDITION OFFER!

ZEN #1 PLATINUM EDITION Signed by Orbeta and Zen writer/co-creator, Steve Stern. Only 2,500 S/N Platinum Editions available Comes with Certificate of Authenticity, in protective case. Send $14.95 plus $2 P&H to: Entity Comics, P.O. Box 1546, Chesapeake, Va 23327-1546

CREDIT CARD ORDERS CALL TOLL-FREE: **1-800-803-5755**

MANTRA #1 ULTRA LIMITED ARCHIVE EDITION

One of the rarest Ultraverse items created, the Mantra Ultra Limited Archive Edition is limited to only 500 copies. In addition to the Ultra-Limited Edition stamp, this issue has an embossed stamp identifying it as an Archive Edition. It also comes with a certificate of authenticity signed by Mantra creator Mike W. Barr and Ultraverse editor-in-chief Chris Ulm.

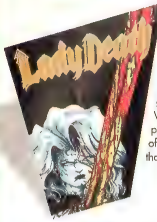
To order, send $50 for each copy wanted plus $5 shipping to Comic Cavalcade. Check, money order, VISA, MC, and DISC accepted. International orders welcome, please call for shipping. To get a copy of our latest catalog, send $1, or get one free with any order.

COMIC CAVALCADE
The Back Issue Experts
502 EAST JOHN STREET
CHAMPAIGN, IL 61820
PH 217-384-2211 FAX 217-384-2216

The Comic Cavalcade logo and the Back Issue Experts © TM & © 1994 Comic Cavalcade Inc. MANTRA and the Mantra logo are TM & © 1994 Mantra Comics.

TOP TEN COMICS

***Wizard*, by staying in touch with hundreds of retailers throughout the country, keeps a close eye on the country's hottest back issues. Here are this month's hottest back issues.**



1. LADY DEATH #1

WRITER: Brian Pulido ARTIST: Steven Hughes

Well, for the sixth straight month, those Image teens continue to reign supreme in the number one spot. *Gen*[13] just can't seem to...what the? Who the? How the? Hey! They're gone! They're history! They're *toast*, baby!!! After five months in a row, we've finally got a new number one!! Well, a big congrats goes out to Lady Death and her two friends (without whom I'm sure she'd never have made it this far). Well, this lady's got hot, hot, hot written all over her (in blood, no doubt), thanks to her continually supporting role (and she needs a lot of support) in those Evil Ernie books, her own mini-series, and a bunch of other solo projects coming her way in '95. Now, whether ol' Whitey here will be able to hold onto that number one spot for more than a month...well, you'll just have to check back with us in 30.

2. GEN13 #1

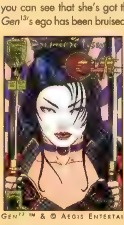
WRITER: Brandon Choi ARTISTS: J. Scott Campbell and Alex Garner

The former heavyweight champ takes a slide to number two this month. But don't count 'em out yet, 'cause with a new series starting in March, fan interest will be at an all-time high. So, obviously all you folks know why this book is so hot: great art, interesting stories (well, actually, the fact that it's an Image book, and it *has* a story, is good enough reason), low print runs—hell, this baby's got it all! So if you're into quality teen books (like, if you read *Robin*, *Superboy*, *The Ray*, *Prime*, or *New Warriors*), check out this title. Yeah, it's got fights and stuff, and nasty bad guys, and bulging people in spandex, but it's a fun ride, too!

3. SHI #1

WRITERS: William Tucci and Peter Gutierrez
ARTISTS: William Tucci and Harvey Mercadoocasio

Shi slips a notch this month, but fear not, friends of Shi (sounds like a bad '50s horror movie), 'cause if you look real closely at her face, you can see that she's got that ol' "Eye of the Tiger." Now that *Gen*[13]'s ego has been bruised, Shi's ready to jump in for the kill and claim that number one spot. And as for Shi's continued success, that's all thanks to that swell Bill Tucci guy, who can tell one heck of a story, and draw one mean-lookin', ninja-fightin', geisha-makeup-wearin' assassin. Sure, there's plenty of Bad Girls out there (with like 64-gazillion more coming this year), but Shi continues to be a solid success and will still be around long after those other Bad Girl wusses have packed up their inflated...uh, egos...and left town.



4. GEN13 #2

WRITERS: Brandon Choi and Jeff Mariotte
ARTISTS: J. Scott Campbell and Alex Garner

Nope. I refuse to do it. I just can't write another freakin' thing about these guys. *Gen*[13] #1 has been in the top of the charts forever, and this baby's been here forever as well. There's nothing left to say! So, in an effort to spare you the redundancy of why this issue is so hot, as well as to fill up the rest of this space, I'm going to give you a whole bunch of synonyms for the word "redundant," courtesy of my trusty ol' Webster's Collegiate Thesaurus. Let's see, we've got diffuse, long-winded, palaverous (ooh, impressive), prolix, verbose, windy, and oh, look, there it is: "monthly listing of *Gen*[13] in *Wizard*'s Top Ten." So, there you have it. Right there in my book o' synonyms, it lists *Gen*[13]. Sigh. Guess next month I'll just have to start juggling for ya.

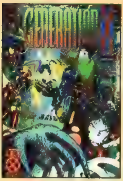
GEN[13] ™ & © AEGIS ENTERTAINMENT DBA WILDSTORM PRODUCTIONS. LADY DEATH ™ & © BRIAN PULIDO SHI ™ & © WILLIAM ELLIOTT TUCCI

5. ZORRO #3

WRITER: Don McGregor
ARTISTS: Mike Mayhew, Andy Mushynsky, and Hilary Barta

Well, slap a pistol in my holster and carve a huge Z across my butt. *Zorro's* finally made it to the top five! Whaoo! This awesome series put out by Topps (which also publishes *Mars Attacks* and *Lone Ranger and Tonto*, so go read 'em all!!) is chock full of rockin' storytellin' and spiffy art. This issue contains the first appearance of that Bad Girl Lady Rawhide (She can whip me anytime!), who continues to turn Zorro's life upside down. She loves him. She loves him not. She kills him. She kills him not. With her own mini-series currently in the works, this lady just keeps gettin' hotter and hotter. Pretty soon you'll be able to fry an egg offa that corset o' hers.

6. GENERATION X #1



WRITER: Scott Lobdell
ARTISTS: Chris Bachalo and Mark Buckingham

This mighty Marvel mutant book actually has some kickin' scripting by Lobdell, and incredible art by those Bachalo and Buckingham freaks. *Generation X* is the newest teen mutant book, starring headmasters Banshee and the White "va-va-voom" Queen, as well as a whole bunch o' freakin' mutants, who join together for the betterment of all humanity. Aww, how noble of 'em. There's also this really neat guy called Chamber who's got this huge hole in his lower jaw and chest, 'cause his own mutant bio-blasts blew them off. Yeowch! Wonder how he talks without a lower jaw? And if he laughs while drinking milk, will it come out of his nostrils and blow his nose clean off as well?

7. FLASH #92

WRITER: Mark Waid
ARTISTS: Mike Wieringo and José Marzan Jr.

Flash! Aa-aaah! Savior of the universe. Flash! Aa-aaah! He'll save everyone of us! Boom boom boom boom...Sorry, wrong Flash. This issue of the DC Flash (as opposed to the other one who saved all the good folks from that Ming the Merciless character) is burning up the charts (well, crawling is more like it) thanks to the first appearance of that little brat Impulse, soon to be getting his own series. And with *Flash* #100 just seconds away, there's a definite fan fury (as opposed to furry fans) for the ol' speedster's mag. So, run (Ha ha! Run! Get it? Oh, I crack myself up.) out and pick up this issue before prices fly through the roof. And while you're at it, pick up the current issues as well. They make for some mighty fine readin'.

8. WONDER WOMAN #88

WRITER: Christopher Priest
ARTIST: John Ross

Oh no, not again! Oh, well, let's get it over with. This issue is only here because it houses the ...snicker...first appearance of...bwah-ha-ha...the goddess Circe as a Bad Girl. Sorry, heh heh. I can't help it, it's *Wonder Woman*. Sportin' a spiffy Brian Bolland cove...wait a minute! Supes has got his arm around Wondie's shoulder. Get yer grubby mitts offa her, Krypton-boy! What, have you forgotten about Lois already? Geez, if the comic book Lois Lane looks anything like Teri Hatcher, I'd never take my arms offa her to grope another dame. Then again, Supes moves with such superspeed that he can grope a boatload o' broads lickety-split, and Lois would never know. It's good to be the last son of Krypton.

9. EVIL ERNIE: REVENGE! #1

WRITER: Brian Pulido
ARTIST: Steven Hughes

Well, looks like the newest Evil Ernie mini-series from Chaos! Comics has weaseled itself into the Top Ten. This issue, chock full of blood and carnage (no, not that one) continues the tale of the evil one himself as he wreaks havoc (and just plain reeks) among the living. There's also some scenes featuring Lady Death, who has certainly helped make Mr. Ernie Mr. Big with today's readers and collectors. Interestingly enough, aside from the origin recap, Ms. D only appears in a few pages of this ish (but she's still lookin' good), while Ernie and his reanimated Dead Onez battle soldiers and Ghouls in New York City. Even more interestingly, there may be more and more EE fans, thanks to well-done—and literally engrossing—stories like the one in this ish! You never know...

10. VENGEANCE OF VAMPIRELLA #1

WRITER: Tom Sniegoski
ARTIST: Buzz

This cover reminds me of something. Did you know that if you get sprayed by a skunk, you're supposed to take a bath in tomato juice to dissolve the odor? Yup. Weird as it sounds, that's what they say. Though that's blood Vampi's taking a bath in now, which, apparently, is real good for the skin. Just look at that baby-soft epidermis she's got. And just *try* to find a zit anywhere on her body (which would actually be fun). Anyway, still riding high on the tide of the Bad Girl craze (though not as high as usual), Vampirella rounds off this month's list. But unlike the other psycho death-worshipping female freaks on this month's list, Vampi here is actually something of a good girl. I still wouldn't trust her to babysit the kids, though. ☆

TOP 100

Here's the list for DECEMBER...
a countdown of the most-ordered titles as reported by Diamond Comic Distributors Inc.

(CE=Collector's Edition)

1. **X-Men Alpha #1 (Marvel)**
2. **X-Men #41 Deluxe Edition (Marvel)**
3. **Uncanny X-Men #321 Deluxe Edition (Marvel)**
4. **Spawn #27 (Image)**
5. **Angela #1 (Image)**
6. **Generation X #4 Deluxe Edition (Marvel)**
7. **Wolverine #90 Deluxe Edition (Marvel)**
8. **Azrael #1 (DC)**
9. **Rogue #2 (Marvel)**
10. **Batman #515 CE (DC)**
11. X-Force #43 Deluxe Edition (Marvel)
12. WildC.A.T.s #16 (Image)
13. X-Factor #111 Deluxe Edition (Marvel)
14. Bishop #3 (Marvel)
15. Detective Comics #682 CE (DC)
16. Star Wars: Dark Empire II #1 (Dark Horse)
17. Batman vs. Predator II: Bloodmatch #3 (DC)
18. Batman: Shadow of the Bat #35 CE (DC)
19. Superman #97 (DC)
20. Adventures of Superman #520 (DC)
21. Supermen: The Man of Steel #41 (DC)
22. Cable #20 Deluxe Edition (Marvel)
23. Action Comics #707 (DC)
24. Robin #14 CE (DC)
25. Amazing Spider-Man #398 (Marvel)
26. Team 7 #3 (Image)
27. Cyberforce #10 (Image)
28. Spider-Man #55 (Marvel)
29. Excalibur #86 Deluxe Edition (Marvel)
30. Lost Universe #1 (Tekno•Comix)
31. Batman: Legends of the Dark Knight #68 (DC)
32. Spectacular Spider-Man #221 (Marvel)
33. X-Men 2099 #17 (Marvel)
34. Prophet #9 (Image)
35. Web of Spider-Man #121 (Marvel)
36. Vampirella #0 (Harris)
37. S. Wars: Tales...Dk. Lords...Sith, Bk. 1 #3 (D. Horse)
38. Catwoman #18 (DC)
39. Primortals #2 (Tekno•Comix)
40. Mr. Hero--The Newmatic Man #2 (Tekno•Comix)
41. Cyberforce Origins Special: Cyblade (Image)
42. Incredible Hulk #426 Deluxe Edition (Marvel)
43. Green Lantern #59 (DC)
44. Backlash #3 (Image)
45. Sandman #67 (DC)
46. Mighty Morphin' Power Rangers #2 (Hamilton)
47. StormWatch #18 (Image)
48. Superboy #12 (DC)
49. WildStorm Swimsuit Special #1 (Image)
50. Fantastic Four #397 (Marvel)
51. The Maxx #12 (Image)
52. Black and White #3 (Image)
53. Strange Tales #1 (Marvel)
54. Savage Dragon #16 (Image)
55. Deathblow #12 (Image)
56. Spider-Man 2099 #28 (Marvel)
57. Venom: Separation Anxiety #3 (Marvel)
58. Vengeance of Vampirella #9 (Harris)
59. Beavis & Butt-Head #12 (Marvel)
60. X-Men: Yr. of the Mutants Coll.'s Preview (Marvel)
61. Sin City: The Big Fat Kill #2 (Dark Horse)
62. Youngblood Year One #2 (Image)
63. Team Youngblood #16 (Image)
64. Codename: Stryke Force #10 (Image)
65. Shaman's Tears #4 (Image)
66. Flash #98 (DC)
67. WildStorm Rarities #1 (Image)
68. Brigade #15 (Image)
69. Battlestone #2 (Image)
70. Silver Surfer #101 (Marvel)
71. Aquaman #6 (DC)
72. Captain America #436 (Marvel)
73. Legend of Supreme #1 (Image)
74. Spider-Man Unlimited #8 (Marvel)
75. Warchild #1 (Maximum)
76. Supreme #22 (Image)
77. Aliens/Predator: Deadliest...Species #9 (D. Horse)
78. ShadowHawk Special #1 (Image)
79. Force Works #8 (Marvel)
80. Lobo #13 (DC)
81. Avengers #383 (Marvel)
82. Bloodstrike #17 (Image)
83. Newmen #9 (Image)
84. Evil Ernie: Revenge! #3 (Chaos!)
85. Steel #12 (DC)
86. Badrock & Company #4 (Image)
87. Daredevil #337 (Marvel)
88. Youngblood Strikefile #10 (Image)
89. Iron Man #313 (Marvel)
90. Grao #1 (Image)
91. Extreme Justice #1 (DC)
92. The Visitor #1 (Valiant)
93. The Books of Magic #10 (DC)
94. Deadly Duo #2 (Image)
95. Hulk 2099 #3 (Marvel)
96. Lobo/Deadman: Brave & the Bald #3 (DC)
97. WildC.A.T.s Adventures #4 (Image)
98. Ghost Rider 2099 #10 (Marvel)
99. Supreme: Glory Days #2 (Image)
100. Simpsons Comics #7 (Bongo)

what was hOt 1 yeAr ago...

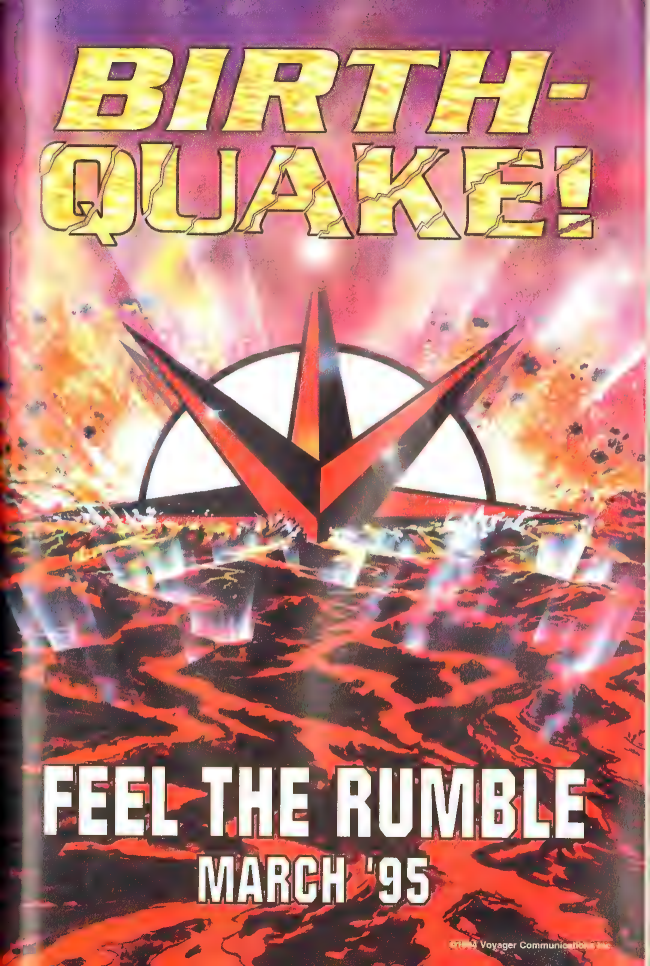
1. Spawn #19 (Image)
2. X-Men #29 (Marvel)
3. Uncanny X-Men #309 (Marvel)
4. Superman: The Man of Steel #30 CE (DC)
5. Codename: Stryke Force #1 (Image)
6. WildC.A.T.s #7 (Image)
7. Superboy #1 (DC)
8. Superman #86 (DC)
9. Adventures of Superman #509 (DC)
10. X-Men 2099 #5 (Marvel)

2 yeArs ago...

1. Venom #1 (Marvel)
2. Spawn #8 (Image)
3. Punisher 2099 #1 (Marvel)
4. Pitt #2 (Image)
5. WetWorks #3 (Image)
6. X-Men #17 (Marvel)
7. Uncanny X-Men #297 (Marvel)
8. Spider-Man 2099 #4 (Marvel)
9. Youngblood Battlezone #1 (Image)
10. X-Force #19 (Marvel)

3 yeArs ago...

1. X-Men #5 (Marvel)
2. Uncanny X-Men #285 (Marvel)
3. X-Force #7 (Marvel)
4. Warlock and the Infinity Watch #1 (Marvel)
5. Robin II: The Joker's Wild #4 CE (DC)
6. Spider-Man #19 (Marvel)
7. X-Factor #75 (Marvel)
8. Hearts of Darkness (Marvel)
9. Wolverine #51 (Marvel)
10. Punisher #60 (Marvel)


BIRTH-
QUAKE!
FEEL THE RUMBLE
MARCH '95
©1994 Voyager Communications Inc.

TRI-STATE COMICS, INC.

2311 ANDY'S LN WILMINGTON, DE 19810
PHONE OR FAX 302-529-7422

BATMAN IS BACK!

KELLEY JONES, JOHN BEATTY & DOUG MOENCH SIGN BATMAN #515 EXCLUSIVELY FOR TRI-STATE COMICS! EACH SIGNED AND CERTIFIED EDITION COMES ENCASED IN A PROGARD PRO-CASE! LIMITED TO 515 COPIES! $29.50 PER COPY PLUS SHIPPING!

TRI-STATE COMIC CONVENTION
JANUARY 8, 1995 WILMINGTON DELAWARE
FEATURING "GREEN LANTERN" ARTIST
DARRYL BANKS
RADISSON HOTEL RTE 202 NEXT TO CONCORD MALL!
FROM I-95 TAKE EXIT 6 RTE 202 NORTH
11 AM TO 4 PM ADMISSION $3.00/ PERSON
COMICS! TOYS! VIDEOS!
NONSPORTS CARDS!

VISA
MasterCard

PRO GARD AUTHENTIC

PRO-SKINS!
BACKBONES!
MYGARDS!
TURTLE SHELLS!
PROCASES!

SUBSCRIPTION SERVICES AVAILABLE
NO SURCHARGES ON CREDIT CARD PURCHASES
NO MINIMUM ON ORDERS!

BATMAN™ & DETECTIVE™ © DC COMICS, 1994

FOR FREE CATALOG
SEND A CARD & STAMP WITH THE FOLLOWING:
NAME,
STREET ADDRESS (NO PO BOXES),
CITY, STATE, ZIP, AREA CODE & PHONE NUMBER
OR FAX NUMBER.
INTERNATIONAL ORDERS WELCOME!
SHIPPING NOT INCLUDED IN PRICES
PLEASE PHONE OR FAX ALL ORDERS
VISA, MC MO CHECKS ACCEPTED

CARD STORAGE PRODUCTS
PRO-MOLD
HINGELESS PLASTIC CASES
PKK
SLIDE TOP PLASTIC CASES
RIGID TOP LOADERS

Wizard Market Watch

by **Jon Warren**
and **Marc Wilkofsky**

The Market Marathon

As the new year begins, it appears the race is on for comic collectors to find those "Damn, I'm glad I bought that"-type books before someone else grabs 'em (and comic publishers are trying to release those types of books just as fast!). Here's our way of assisting you guys and gals as you speed along to the finish line of a satisfying, valuable collection. (We're like those people who throw runners those essential cups of water!) Before the gun is fired, here's our semi-regular reminder: you can get a lot more out of collecting books if you open 'em up and give 'em a readin'!

BANG! And they're off!

THE HOT RECENT RELEASES (1991-94)

DC books, as usual, are heating up the back issue stands this winter. One of the watchwords is Impulse—this brash, young, and certainly popular speedfreak is about to get his own series, and his first appearance in *Flash* #92 is a fairly strong mover. Also, people are rushing to grab those "Prodigal" issues of the Batbooks—Dick Grayson is finally the Batman, if only on a temporary basis, and both readers and collectors are picking up on this solid storyline. Another can't-miss title is—hold on to your seats—*Wonder Woman*, with Circe's return as a bad girl in #88 and #89 leaping up the important book charts, and Mike Deodato Jr.'s incomparable artwork quickly pushing interest in his books—#90 up, including the hard-to-find #0—through the roof. Issue #93, which teams up both WW's, new and old, has been a hot one, right from the get-go. Rounding out the DC gotta-watch-it group is the new Lobo series—entertaining violence is still in, and the Main Man shouldn't lose his moniker anytime soon.

Marvel: is it only Spider-Man and X-Men? That's the question being voiced by many a collector these days. The "Legion Quest" storyline in the always-hot X-books is taking in masses o' readers; when all is said and done, we expect this particular storyline to hold a bit more weight in the market than the summer's Generation X-spawning "Phalanx Covenant" epic, especially with that leeee

...ry and overall quality of the book was even stronger, and people are not only starting a sizable search for the issue, but are helping the title out through the all-important word-of-mouth.

Darting into the ol' Bad Girl territory, London Night Studios' book *Razor*, starring a definite BG, has been steadily gaining fans and loyal collectors. The decidedly vicious antiheroine's first ish is positively one of the books to watch, but you can't miss if you find any of her issues in your local store. Those other Bad Girls are not exactly suffering from all their competition, however—each of the three girls leading the pack (Lady Death, Shi, and Vampirella) has just seen her title pumped with a sizable upward value surge. Joining the trio with a whole lotta clout is Lady Rawhide—her first appearance in Topps's *Zorro* #3 is more than a steady mover, and each of her later appearances in the series is being scooped up. The high-quality series itself, along with its recent well-received *Jurassic Park* and *Mars Attacks* offerings, may make Topps a veritable force in the industry in the coming months.

MODERN AGE SELLERS (1970-90)

Here's the fastest, shortest Modern Age report we've had in this column's history: *Sandman* and *Spider-Man*. The two titles out in front of the MA line-up haven't changed since last month: early issues of Morpheus' book—especially those "wearing" the well-known numbers of 1, 8, and 22—and those crazy Clone issues, *Amazing Spider-Man* #149-#151. We'll keep checking to see if any new title becomes popular and pulls out ahead in this area.

POPULAR SILVER AGE BOOKS (1955-70)

As we enter the new year, several comic book firsts from Marvel are eating up the Silver Age road. Among the hottest of them is *Amazing Fantasy* #15, the first appearance and origin of Spider-Man. Lots of collectors and people-in-the-know feel that ol' web-slinger is the Superman of his generation; meaning that the arrival of Spider-Man in the early '60s had as much impact on the evolution of comics as did the appearance of Superman back in the Golden Age. If this is true, then this book is definitely key.

Fantastic Four #1, the first appearance and origin of the FF team, is another book that's super-popular with collectors of Silver Age Marvels. Hey, this was Marvel's first real superhero series, so it's got to have market importance. Also, *Incredible Hulk* #1 is another key Marvel that's tough to locate. Among the early Marvels, this just may be the rarest of 'em all. *X-Men* (vol. 1) #1 rounds out this winning group.

In the DC team, *Showcase* #4, the first appearance and origin of the Silver Age's version of the Flash, is the most valuable of the DCs from this time period, but how hot is it? Very hot, according to our VIPs. The book is hard to keep in stock, according to these retailers which means the current price levels are realistic. Another speedy mover is *Superman* #100, an anniversary issue that many collectors use as the jumpin'-in point for their collections of original Superman comics.

THE GOLDEN AGE MARKET (1938-54)

With all the hoopla surrounding *Star Wars* and other current sci-fi series, which Golden Age science fiction comics do collectors want?

Two early forays into the science fiction genre were published within a month of each other back in the winter of 1940. The first was *Planet Comics* #1, published by Fiction House in January of 1940. The other was *Science Comics* #1, published a month later by Fox Publications. The most valuable of the *Planet Comics* series, which ran from 1940 to 1953, is (not surprisingly) issue #1 (worth $6,000 in Near Mint), but any of the early issues will cost you upwards of $500 or more in top condition.

As for other sci-fi books, *Mystery in Space* #1 is a cool book because, among other things, it sports a great Frank Frazetta cover and eight pages of Frazetta art.

We'll close this part of Market Watch by asking: what's the hottest Golden Age book? That's the question we posed to our gang of VIP

WIZARD'S TOP TEN HOTTEST ARTISTS

1 **Todd McFarlane** *Spawn*

2 **Stephen Platt** *Prophet*

3 **Frank Miller** *Sin City: The Big Fat Kill*

4 **Greg Capullo** *Angela*

5 **Joe Quesada** *Ash*

6 **Rob Liefeld** *Youngblood*

7 **Andy Kubert** *X-Men*

8 **Whilce Portacio** *WetWorks*

9 **Adam Kubert** *Wolverine*

10 **Jeff Smith** *Bone*

WIZARD'S TOP TEN HOTTEST WRITERS

1 **Frank Miller** *Sin City: The Big Fat Kill*

2 **Peter David** *Hulk, Aquaman, Spider-Man 2099*

3 **Neil Gaiman** *Sandman, Angela*

4 **John Byrne** *Next Man, upcoming: Torch of Liberty Special*

5 **Fabian Nicieza** *X-Men: X-Force*

6 **Scott Lobdell** *Uncanny X-Men, Generation X*

7 **Jeff Smith** *Bone*

8 **Ron Marz** *Green Lantern*

9 **John Ostrander** *The Spectre, Eternal Warrior*

10 **Chris Claremont** *Aliens vs. Predator: D of S Cyberforce, upcoming: Sovereign 7*

WIZARD'S TOP TEN HOTTEST ARTISTS AND WRITERS LISTS ARE DERIVED FROM A NATIONWIDE DEALER SURVEY.

experts, and the book that nearly all claimed to be "dyn* to buy" was *Action Comics* #1, Supes's first appearance and origin. All we can say is, these guys must be rich—a Near Mint copy would easily bring over $100,000, and even a Very Good copy would fetch enough cash to buy a shiny new BMW. Yet, considering this is the book that started all that came after, it's probably a good buy at almost any price. The race is still on collectors; get in there, and good luck!

Jon Warren and Marc Wilkofsky are two comic book aficionados who can outwrestle any other price guide editors

Market WATCHERS

Dear Market Watchers,

In your price guide, you have two different *Sandman* #50s. One of them is listed at $3.25 and the other is a platinum, black cover with stars and is listed at $60.00. I've enclosed a photo of my copy—please tell me which edition this is.

Brandon Rhiness
Wetaskiwin, Alberta, Canada

Sorry, Brandon, but you have the regular (but still spiffy-lookin') edition—the star-covered edition is the platinum one. One way to tell such versions of the same book apart is by looking at the cover price area on the cover—there's usually no cover price for the special editions. I'm sure this knowledge makes up for the fact that you won't be able to get big bucks for your copy.

Dear Wizard,

Are Wolverine, Logan, and Weapon X all the same person?

Lee Wilson
Floral Park, NY

Yes, they are, but I could see how this could be confusing to someone perusing the Price Guide. Weapon X is the codename Wolverine was given when he was filled with adamantium, and he presently goes by that name in the X-Men time-flip universe. But his buds call him Logan, and his enemies....well, we can't exactly print that.

Dear Market Watchers,

I'm considering dragging my comics along to an upcoming convention to be signed by their creators, and have one question. Does having an autograph on your comic *lower* its value in the long run? In other words, is an uncertified signature considered a defect by collectors?

Rick Rocklein
San Diego, CA

Unfortunately, the answer may just be yes. Here's our Senior Price Guide Editor, Jon Warren, to tell you why: "Rick, an autograph on the cover of a comic doesn't necessarily lower the value of the book, especially if it's a vintage comic with a signature of the likes of Jack Kirby or Stan Lee. But anytime there's a John Hancock on the cover, the authenticity of that signature comes into question. How can you prove that the signature on the cover is real? If you can't prove it, you might have a hard time selling the book."

You heard it from the highly knowledgeable Warrenmeister, Rick—you can take your chances, and get those books 'graphed without certification, or look for a con that offers certificates with all signatures. Good luck, guy!

Dear Wizard,

I recently tried to buy a copy of *X-Men Adventures Season II* #1, but the comic store retailer tried to sell me the comic at a price of $39.95. *Wizard* lists the book at $1.25. What's the story?

José Luis Desales, Jr.
Los Angeles, CA

To be blunt, I strongly hope that your retailer's copy was signed or something, José—you should definitely go back there and check—for otherwise, you avoided what is known as a rip-off. Yes, those are still going on in some comic stores, although there's thankfully many more retailers who are around to brighten people's lives, instead of taking them for all they've got. If I seem pretty serious, it's just that this is a serious matter. All comic collectors—veterans and new ones—should be very careful when purchasing a comic for a fairly high price; taking the time to shop around is absolutely worth it.

Dear Wizard,

I found a comic stored in my dad's old truck, and I'm just wondering how much it's worth. It's *Air Raiders* #1, from Star Comics.

Kenneth Demuchest
Crowley, LA

If that's not a place for storing such a breakthrough (yeah, right) book, I don't know what is. Well, Kenneth, this issue, which was part of Marvel Comics's fairly short-lived kids line, Star Comics, should bring you no more than a dollar. So what else does your father keep in there, Mr. Demuchest?

Dear Wizard,

I have a polybagged issue of *WildC.A.T.s* #4. The polybag is unopened and does not seem to have been tampered with, but the card is missing. Does this affect the value of the comic?

Bonnie Lau
Fremont, CA

Alas, polybooks without their inserts are like Yodels™ without the creamy filling—tasty enough, but not as good as The Real Thing. Collectors would be less interested in those unfortunately-not-loo-rare misprints. ¡*Lo siento*, Bonnie!

And here's another interesting polybag controversy missive:

Dear Polyurics,

I have come to solve the worldwide, universal polybag debate. Oprah Winfrey, eat your heart out. First, let's recap.

Mr. Balbo (Market Watchers, issue #36) says polybags ruin comics, Mr. Premo (issue #38) says a damaged polybag equals a damaged comic. Mr. Newman (#38) doesn't realize that if he keeps one *Adventures of Superman* #500 in and one out he'll win either way, and Mr. Nickell (also #38) would just like to "...Mylite all the way!" (Pretty catchy, NORF!)

If you collect comic books because you like to read them, open away! On the other hand, if you're into comics for profit, get into baseball cards instead (just kidding, NORF)—keep them in the bag.

Example: have you seen the prices on an original Pepsi bottle? How much would an unopened, original Pepsi bottle be worth? 10, 20, maybe even 100 times more. Of course, it would possibly be green, but then again, so is the Statue of Liberty, and possibly, your polybagged comic.

Your problem solver,
Jonathan A. Reth
Fairhaven, MA

I can agree with Jonathan's third paragraph—simple but true. However, am I the only one who doesn't understand his closing paragraph? And just what the heck is a NORF?

That's all for this time, Watchers! Happy new year and all that!

-Marc Wilkofsky
Crowd Control

Hey, Watchers! We know you've got a question about our Price Guide, or comic collecting in general, burning up your thermal underwear! So please send your letters to:

MARKET WATCHERS
c/o Wizard Press
151 Wells Ave.
Congers, NY 10920-2064

WELCOME TO THE

WIZARD PRICE GUIDE

About The Price Guide

The following Comic Book Price Guide contains the most accurate and up-to-the-minute Silver and Modern Age comic book prices available. To make sure our values are as timely as possible, we constantly communicate with our ever-expanding network of comic book dealers and regularly send scouts to check prices in stores and shows throughout the country. All values in this guide are for books in Near Mint condition. Keep in mind that the Price Guide is only a guide; prices may vary depending on the local availability and popularity of a title.

How To Use This Price Guide

It's easy. When a book has changed in value since last month's listing, it's shaded by either a red or blue bar. If the comic has risen in value, it's marked by a red bar. If it has fallen in value, it's marked by a blue bar. Every new issue and/or title listing is marked by a green bar.

EXAMPLE:

200	3.00
201	3.00
202	4.00
203	4.00
204	3.00
205	3.00
206	3.00
207	3.00
208	3.00
209	2.00
210	2.00
211	3.00
212	3.00

In this example, issues #202 and #203 have risen in value since last month, issues #209 and #210 have dropped in value, and #212 is being listed for the first time. Red or blue bars don't mean that a comic will necessarily rise or fall in value in the future. The comic market is like a chaffing squirrel monkey.

Abbreviations

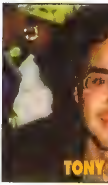
References

1	First Appearance of
2nd PRINT	Anniversary Issue
B	Begins stories with
C	Cover
D	Death/Destruction of
GN	Graphic Novel
HC	Hardcover
I	Introduction of
IR	Identity Revealed
J	Joins
L	Last story with
M	Married
O	Origin of
P	Part #
PF	Prestige Format
Q	Quits
R	Return of
SC	Softcover
V	Vs.
TPB	Trade Paperback
W/	With
W/O	Without

Artists/Writers

Add	Art Adams
AAu	Adam Austin (Gene Colan)
ABa	Andy Barlow
ABe	Antonio J. Bedard
ABl	Adam Blaustein
ABr	Allyn Brodsky
ACa	Andrew Camer
ACl	Andre Coates
ACu	Allen Curtis
ADa	Alan Davis
ADn	Antonio Daniel
ADr	Arnold Drake
AEd	Adam Edwards
AFo	Alan Dean Foster
AGa	Alex Garner
AGd	Alex Gordon
AGr	Armando Gil
AGn	Archie Goodwin
AGo	Adrian Gonzales
AGr	Alan Grant
AHe	Andrew Helfer
AHo	Art Holcomb
AHu	Adam Hughes
AJa	Allan Jacobsen
AJo	Arnold Jones
AKb	Andy Kubert
AKn	Andy Kuhn
AKp	Alan Kupperberg
AKu	Adam Kubert
ALw	Alisa Kwitney
ALa	Andy Lanning
ALc	Alex Ross
ALo	Alvin Loudermilk
ALp	Aaron Lopresti
AMa	Andy Mangels
AMc	Angus McKie
AMe	Angel Medina
AMi	Al Milgrom
AMo	Alan Moore
AMp	Amos Poe
ANe	Art Nichols
ANn	Alex Nino
ANo	Alex Nourbeh
APa	Andrew Paquette
APe	Andrew Pepoy
APm	Arnold Pander
APo	Adam Pollina
ARa	Arthur Ranson
ARo	Alex Ross
ASa	Alex Savuk
ASc	Alberto Saichann
ASe	Art Saal
ASi	Aubrey Singer
ASm	Andy Smith
ATm	Angelo Torres
ASt	Allen Salyer
ASu	Alex Stevens
ATr	Art Truisell
ATo	Alex Toth
AVa	Andrew Vachss
AWe	Alan Weiss
AWi	A. Williamson
AW	Anthony Williams
AWm	Andrew Wildman
AWr	Andrew Wendt
AWs	Aron Wiesenfeld
AZe	Alan Zelenetz
BBr	Brent Anderson
BAs	Bill Anderson
BAu	Brian Augustyn
BBd	Brett Breeding
BBe	Brian Michael Bendis
BBk	B.B. Black
BBl	Bret Blevins
BBo	Beau Brown
BBr	Brian Bolland
BBr	Barry Blair
BBt	Brett Booth
BBu	Bob Budiansky
BCh	Bernard Chang
BCo	Brandon Choo
BD	Buzz Dixon
BDi	Bill Draut
BEa	Barry Easter
BEl	Bill Everett
BGa	Bill Galvan
BGo	Brad Gottfred
BGr	Bill Griffith
BHa	Bob Harras
BHe	Ben Herrera
BHo	Bryan Hitch
BHu	Bob Hall
BJa	Bo Hampton
BJo	Bob Hanon
BKe	Bill Hoberts
BHi	Brian Hitson
BHy	Bob Haney
BJa	Bill Jaaska
BJo	Bruce Jones
BKe	Bernie Jaye
BKo	Bob Kane
BKr	Barbara Kesel
BKu	Barry Kitson
BKl	Barbara Kalberg
BKn	Bill Knapp
BKo	Bo Hansen
BLa	Bob Layton
BLc	Brad Lewis
BLo	Bruce Low
BLs	Batton Lash
BMa	Bob Lubbers
BMc	Bill Mantlo
BMd	Bob McLeod
BMe	Brian McDonald
BMi	Baron Mitchell
BMn	Brandon McKinney
BMm	Bill Murray
BMm	Bill Mumy
BMo	Bill Morrison
BMo	Bill Molenhouse
BMr	Bernie Mireault
BMs	Bill Maus
BMt	Brendan McCarthy
BMu	Brian Murphy
BPe	Bill Perkins
BQ	Brian O'Connell
BRa	Bruce Patterson
BRe	Brandon Peterson
BRi	Byron Preiss
BRo	Bob Powell
BRy	Bruce Ryan
BSa	Brian Pulido
BSc	Bill Schelly
BSe	Bradley C. Rader
BSh	Bill Reinhold
BSm	Barry Windsor-Smith
BSo	Bill Spangler
BSp	Brad Smith
BTa	Bryan Talbot
BTi	Bruce Timm
BTo	Billy Tan
BTu	Bill Tucci
BUz	Buzz
BWe	Bobbie J.G. Weiss
BWh	Bob Wiacek
BW	Bill Willingham
BWm	Brian Williamson
BWo	Basil Wolverton
BWr	Berni Wrightson
BZ	Bruce Zick
CAd	Charlie Adlard
CAg	Craig Anderson
CAn	Cesar Antonuatos
CBa	Cary Bates
CBa	Chris Bachalo
CBe	Charles Bennett III
CBi	Craig Boldman
CBr	Craig Brasfield
CBs	Chris Batista
CBu	Cary Burkett
CCl	Chris Claremont
CCo	Chris Cooper
CDa	Craig Davidson
CDi	Chuck Dixon
CDc	Colleen Doran
CDe	Carlos Garzon
CDi	Chas Collen
CGr	Chris Gardner
Cha	Cully Hamner
CH	Charles E. Hall
CHo	Craig Houston
CHo	Chris Hunter
CKe	Cam Kennedy
CLa	Clifford Lawrence
CLe	Conque Lee
CMa	Chris Marrinan
CMc	Colin MacNeil
CMc	Craig Mitchell
CMm	Cynthia Martin
CMp	Christopher Moeller
CMs	Charles Marshall
CNo	Cedric Nocon
CPa	Chuck Patton
CPi	Chuck Pierret
CPo	Carl Potts
CPr	Christopher Priest
CRu	Craig Russell
CSa	Christopher Schenck
CSm	Craig Sterrmon
CSp	Chris Sprouse
CSt	Chic Stone
CSw	Curt Swan
CTo	Chas Truog
CUl	Chris Ulm
CVa	Cindy Vance
CVe	Charles Vess
CWa	Chris Warner
CWd	Cynthy Wood
CWh	Chris Whitten (Christmas)
CWj	Chuck Wojkiewicz
CWl	Chance Wall
CWo	Chris Wozniak
Cya	Chap Yapp
DAb	Dusty Abell
DAd	Dan Adkins
DAm	David Ammerman
DAr	Darko Macan
DAs	Dan Abnett
DAv	David Mack
DAy	Dick Ayers
DBa	Daniel Barrio
DBe	Denis Beauvais
DBk	Darryl Banks
DBr	Daniel Brereton
DBo	David Boller
DBr	Del Barras
DBt	Dante Bassarion
DBw	Dougie Braithwaite
DCh	Dan Chichester
DCo	Dave Cockrum
DCw	Denys Cowan
DDa	David Day
DDe	David DeVries
DDi	Dick Dillin
DDo	Dan Danko
DDr	Dave Dorman
DDy	Dan Day
DFa	Dale Eaglesham
DFe	Dum an Fegredo
DFg	Dwayne L. Ferguson
DFi	Danny Fingeroth
DFu	Dick Foreman
DFr	Dan Fraga
DGb	Dave Gibbons
DGz	Dick Giordano
DGi	Don Glut
DGo	Darren Goodwin
DGr	Dave Gross
DGs	David Gross
DHe	Don Heck
DHo	Dave Hoover
DHs	Dean Hsieh
DIn	David Lee Ingersol
DJa	Dennis Janke
DJo	Dave Johnson
DJu	Dan Jurgens
DKe	Dale Keown
DKr	David Anthony Kraft
DLa	Don Lawrence
DLo	Don Lomax

David Lapham
Dave Lougee
David Mazzucchelli
Dwayne McDuffie
Dana Moreshead
Don McGregor
Duke Mighten
David Micheline
Dave McKean
Doug Mahnke
Doug Mignolia
Darwin McPherson
Dennis Marks
Dan Mishkin
Dan Mister
Doug Murray
Dave Matthews
Don Newton
Dave Olbrich
Dennis O'Neil
Dan Panosian
Don Perlin
Don Perlin
Doug Potter
David Quinn
Dave Rawson
Dance Robertson
David Roach
Dan Reed
Dave Reed
Dave Ross
Dave Sim
Dan Stott
Dave Simons
Dan Spiegle
Don Simpson
Don Sweetman
Don Thomas
Derek Thompson
Dwayne Turner
Dan Vado
Darth Vader
Dev Madan
David Wenzel
Doug Wheatley Jr
Damron Wilfich
David Williams
David Wong
Derek Yaniger
Dwight Zimmerman
Eduardo Barreto
Edwin Bekkar
E. Nelson Bridwell
Eddie Campbell
Ernie Chua
Ernie Colón
Evan Dorkin
Ed Hannigan
Elizabeth Hand
Everette Hartsoe
Erik Larsen
Elaine Lee
Eric Lutbacher
Ell at S. Maggin
Esteban Maroto
Eddy Newell
Eric Recum
Eric Shoffman
Eric Shanower
Eric Sheisin
Evan Skolnick
Eric Stephenson
Frank Brunner
Fred Burke
Frank Cicero
Frank Fosco
Frank Gomez
Fred Harper
Frank Henke
Flint Henry
Frank Levere
Frank Lopez
Frank Miller
Fabian Nicieza
Faye Perales
Fred Pierce
Francheso
Frank Robbins
Fred Schiller
F. Solano Lopez
Frank Springer
Gary Amano
Glenn Barr
Garrett Benne
Greg Boone
George Booker



GCh. ..... Gary Cohn
GCo ..... Gene Colan
GCp ..... Greg Capullo
GCy ..... Gerry Conway
GDa ..... Geof Darrow
GDe ..... Glen Dillon
GDi ..... Glenn Dakin
GDy ..... Guy Davis
GEr ..... Gerth Erion
GFr ..... Gerhard
GEs ..... Gary Erskine
GEv ..... George Evans
GFa ..... Gene Fahy
GFr ..... Gary Frank
GFe ..... George Freeman
GFo ..... Gardner Fox
GFr ..... Gary Friedrich
GFu ..... Greg Fox
GGe ..... Gabe Cecko
GHa ..... Gene Ha
GHe ..... Glenn Herding
GHi ..... Geof Isherwood
GIs ..... Gerard Jones
GKa ..... Gani Kahn
GKe ..... Gary Kato
GKw ..... Gary Kwapisz
GLa ..... Greg LaRocque
GLu ..... Gary Lougee
GLo ..... Glenn Lumsden
GLy ..... Greg Luzniak
GMa ..... Graham Marks
GMc ..... Gary Mason-Graham
GMe ..... Grant Meehan
GMo ..... Gray Morrow
GMs ..... Gionel Morissette
GNo ..... Graham Nolan
GPa ..... George Papp
GPe ..... George Perez
GPo ..... Gordon Purcell
GRe ..... Greg
GRu ..... Gary Russell
GSe ..... Geoff Senior
GTa ..... Gerry Talaoc
GTo ..... George Tuska
GUh ..... Gary Uhlaw
GWi ..... Geoffrey White
GWr ..... Gregory Wright
GYa ..... Guang Yap
HCh ..... Ho Che Anderson
HCo ..... Howard Chaykin
HCo ..... Hearn Cho
HGi ..... Harlan Ellison
HFi ..... Hart D. Fisher
HGo ..... Hector Gomez
HHa ..... Hugh Haynes
HKa ..... Hank Kanalz
HKi ..... Hannibal King
HMa ..... Howard Mackie
HMv ..... Henry Martinez
HNg ..... Hoang Nguyen
HPe ..... Harvey Pekar
HPo ..... Howard Porter
HRa ..... Humberto Ramos
HSh ..... Herb Shannon
HSi ..... Howard Simpson
HTr ..... Herb Trimpe
HWe ..... Howard Weinstein
HZi ..... Howard Zimmerman
ICh ..... Ian Churchill
IEd ..... Jan Edgerton
INo ..... Irv Novick
IVe ..... Ivan Velez Jr
JAc ..... Jeff Adler
JAl ..... Joe Lee
JAp ..... Jim Aparo

JAr ..... John Arcudi
JAs ..... Jay Allen Sanford
JBa ..... Jan Balkue
JBd ..... Judy Bogdanove
JBe ..... Joe Bennett
JBg ..... Jon Bogdanove
JBi ..... Jerry Bingham
JBk ..... James Brock
JBl ..... Jim Balent
JBm ..... Jim Brogan
JBn ..... John Bergin
JBo ..... John Bolton
JBr ..... June Brigman
JBt ..... Jeff Butler
JBu ..... John Buscema
JBy ..... Joe Phillips
JBz ..... Joe Brozowsky
JCa ..... Joey Cavalieri
JCd ..... Joe Chiodo
JCe ..... John Ceballero
JCh ..... Jim Calafiore
JCh ..... Johnny Childish
JCo ..... Johnny Craig
JCl ..... Jim Callahan
JCm ..... John Calimee
JCn ..... John Calnan
JCp ..... J. Scott Campbell
JC ..... Jim Craig
JCs ..... Jan Chidinas
JCy ..... John Cleary
JCz ..... John Czop
JDb ..... Jose Delbo
JDc ..... Jerry DeCarlo
JDe ..... Jamie Delano
JDi ..... John Dixon
JDo ..... John Doe
JDm ..... J.M. DeMatteis
JDn ..... John Dennis
JDo ..... Julie Doucet
JDp ..... Judith Dupre
JDr ..... Jim Dourmerie
JDu ..... Julie Dietrich
JDz ..... Jo Duffy
JEa ..... Jerry Eaton
JEc ..... John Eccles
JEl ..... Jeff Knight
JEu ..... Joe Kubert

JFa ..... Joe R. Lansdale
JFe ..... Jim Lee
JFo ..... Joseph Michael Linsner
JFu ..... John Paul Leon
JFy ..... Jeph Loeb
JFz ..... Jonathan Lanzon
JGa ..... James Lyle
JGc ..... José Luis García López
JGe ..... John Menaldo
JGi ..... Jim McWeeney
JGo ..... Joe Madureira
JGr ..... Jeffrey Moore
JGy ..... Jeff Manitte
JHa ..... Joseph M. Manks
JHe ..... Jon Moule
JHi ..... Jim Mooney
JHy ..... John McCrea
JHz ..... Jeff Matsuda
JIa ..... Joe Matt
JIm ..... Jon J. Muth
JIs ..... Jose Marzan
JJn ..... Justin Norman
JJo ..... John Smith
JJr ..... James O'Barr
JJu ..... Joe Orlando
JKe ..... Jon Bensley
JKh ..... John Stimman
JKl ..... Joel Rose
JKr ..... Jerry Ordway
JKs ..... John Suiter
JKw ..... Jim Owsley
JLc ..... Juan Ortiz
JLe ..... Joe Pasquale
JLy ..... James Pascoe
JPe ..... Jonathan Peterson
JPh ..... Joe Phillips
JPi ..... Joe St. Pierre
JPk ..... Jay Scott Pike
JPm ..... Jimmy Palmiotti
JPo ..... Jacob Pander
JPo ..... Jarrod Post
JPr ..... Jerry Prosser
JPs ..... Jason Pearson
JPu ..... Jeff Purves
JRa ..... Joe Quesada
JRa ..... Jordan Raskin
JRb ..... James Robinson
JRe ..... John Reber
JRh ..... John Ridgeway
JRi ..... John Romita Jr
JRi ..... John Riley
JRn ..... Jason Renick
JRo ..... John Romita
JRs ..... John Ross
JRu ..... Joe Rubinstein
JRy ..... John Ryan
JRz ..... John Rozum
JSa ..... John Statema
JSc ..... Jesse Chen
JSd ..... Jim Strnad
JSe ..... Jim Steranko
JSg ..... Jerry Siegel
JSh ..... Jim Shooter
JSi ..... Joe Sinnott
JSl ..... Jason Salfarno
JSm ..... Jeff Smith
JSn ..... James T. Sherman
JSo ..... Joe Francis Moore
JSp ..... Jack Sparling
JSr ..... Jim Sherman
JSs ..... Javier Saltares
JSt ..... Jim Starlin
JSy ..... John K. Snyder III
JTa ..... Josef Szekeres
JTh ..... Jill Thompson
JTm ..... Joel Thomas
JVa ..... Jim Valentino
JVe ..... Jason Vega
JVn ..... James Vance
JWa ..... John Wagner
JWi ..... J.H. Williams
JWk ..... John Watkiss
JWl ..... Scott Williams
JWo ..... Jim Woodring
JWp ..... Jason Walton
JWr ..... John Wallace
JZa ..... Jorge Zaffino
JZe ..... Joe Zabel
JZn ..... Juan Zarnado
JZu ..... José Zulueta
KAr ..... Karl Altstaetter
KAz ..... Kevin Altieri
KBa ..... Kyle Baker
KBi ..... Karl Bollers
KBo ..... Kat Bollinger
KBu ..... Kurt Busiek

KCa ..... Kevin Campbell
KDe ..... Kathryn Delaney
KDw ..... Kieron Dwyer
KEa ..... Kevin Eastman
KFu ..... Kamui Fujiwara
KGe ..... Kerry Gammill
KGi ..... Keith Giffen
KHo ..... Ken Hooper
KHp ..... Kevin Hopgood
KHt ..... Kyle Hotz
KJa ..... Klaus Janson
KJo ..... Kelley Jones
KJr ..... Kirk Jarvinen
KJz ..... Karl Kesel
KKo ..... Kevin Kobasic
KKr ..... Kelly Krantz
KLa ..... Ken Landgraf
KLe ..... Katy Lewellyn
KLn ..... Kirk Lindo
KLs ..... Ken Lashley
KMa ..... Kevin Maguire
KMc ..... Ken Mitchroney
KMo ..... Kevin O'Neil
KOt ..... Katsuhiro Otomo
KPe ..... Kenneth Parsh
KPl ..... Kilian Plunkett
KPo ..... Kevin Pollard
KPu ..... Kelly Puckett
KQu ..... Keith Quane
KRi ..... Kitt-One
KSc ..... Kurt Schaffenberger
KSt ..... Ken Steacy
KVh ..... Kevin Vanhook
KWe ..... Kevin West
KWi ..... Kent Williams
KWo ..... Keith Wilson
KWy ..... Kek Van Wormer
KYa ..... Kim Yale
LA ..... Laura Allred
LAn ..... Larry Marder
LCu ..... Lowell Cunningham
LDa ..... Leo Duranona
LEl ..... Lee Elias
LHa ..... Larry Hama
LHe ..... Laura Hetrick
LLe ..... Leonardo Jimenez
LMa ..... Len Kamnik
LMc ..... Louis LaChance
LLe ..... Larry Lieber
LMa ..... Leonardo Manco
LMc ..... Luke McDonnell
LMd ..... Lee Moder
LMe ..... Linda Medley
LMo ..... Lou Mougin
LMr ..... Lee Marts
LMs ..... Larry Naduldy
LPe ..... Linda Pendleton
LRo ..... Lon Roberts
LSa ..... Liam Sharpe
LSh ..... Louise Simonson
LSm ..... Louis Small Jr
LSt ..... Larry Stroman
LSu ..... Lee Sullivan
LSz ..... Len Strazewski
LTo ..... Lance Tooks
MAd ..... Lamar Waldron
MAe ..... Len Wein
MAg ..... Joe Weeks
MAm ..... Michael Adams
MAn ..... Marc Hansen
MAs ..... Michael Allred
MBa ..... Murphy Anderson
MAq ..... Mark Alquiza
MBa ..... Mal Brayne
MBa ..... Mark Bagley
MBd ..... Mark Badger
MBe ..... Mike Beaulieu
MBi ..... Michael Bair
MBm ..... Mary Bertelsen
MBn ..... Mark Braun
MBo ..... Mike Baron
MBr ..... Mark Bright
MBu ..... Mark Buckingham
MBy ..... Mitch Byrd
MCa ..... Marc Campos
MCh ..... Mike Chen
MCh ..... Mark Chiarello
MCm ..... Mike Collins
MCo ..... Max Cotton
MCr ..... Mike Carlin
MCy ..... Mike Cavey
MDa ..... Malcolm Davis
MDe ..... Mike Deodato Jr
MDf ..... Marcelo Frusin
MDg ..... Max Douglas
MDi ..... Mike D'Leno

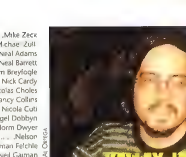
MDm Mike A. Deming
MDn Michael Downey
MDo Mike Doherty
MDr Mike Dringenberg
MDu Michal Dutkiewicz
MEg Marty Egeland
MEm Martin Emond
MEr Marc Erickson
MEu Michael Eury
MEv Mark Evanier
MFa Mark Farmer
MFn Mike Friedrich
MFr Michael Fleisner
MFo Maurice Fontenot
MFr Michael Jan Friedman
MGa Michael Gallagher
MGd Mimi Gold
MGr Michael T. Gilbert
MGy Manny Galan
MGn Mark Greunwald
MGo Michael Gordon
MGr Mike Grell
MGu Mike Gustovich
MGy Mick Gray
MGz Mike Gonzaga
MHa Mike Hamp
MHe Michael Hernandez
MHi Michael Higgins
MHo Mike Holliman
MHn Mark Hanson
MHo Matt Howarth
MHp Marc Hempel
MHr Mitch Herrera
MHs Mike Hessler
Mik Mike W. Barr
MIn Mike Iverson
MKa Mike Kanterovich
MKc Michael Wm. Kaluta
MKd Mike Kaluda
MLa Mike D. Lawrence
MLc Mike Lackey
MLn Mike Leonard
MLs Mark Lasek
MMa .....Mike Mayhew
MMc ..... Mike McAvenne
MMh ..... Michael McMahon
MMi ..... Mike Mignola
MMk ..... Mike McKane
MML ..... Marc McLaurin
MMn ..... Mike Manley
MMo ..... Mark Morelli
MMr ..... Mark Millar
MMt ..... Mary Mitchell
MMy ..... Marat Mychaels
MNa ..... Mike Nasser
MNe ..... Mike Netzer
MNi ..... Mark A. Nelson
MNw ..... Mindy Newell
MOe ..... Moebius
MOs ..... Mamoru Oshii
MPa ..... Martin Pasko
MPc ..... Marc Pacella
MPe ..... Mark Pennington
MPl ..... Mike Plotz
MPn ..... Mark Panicciia
MPo ..... Martin Powell
MPr ..... Mike Parobek
MRc ..... Mark Ricketts
MRi ..... Mike Richardson
MRo ..... Marshall Rogers
MRs ..... Marshall Ross
MRu ..... Melvin Ruiz
MSa ..... Mike Sagan
MSc ..... Matthias Schultheiss
MSe ..... Marie Severin
MSh ..... Mark Schultz
MSi ..... Marc Silvestri
MSm ..... Mark Simmons
MSs ..... Mary Skrenes
MSt ..... Mark Stegbauer
MTa ..... Mike Taylor
MTe ..... Mark Texeira
MTh ..... Mike Thibodeaux
MTi ..... Mark Tinney
MVe ..... Mark Verheiden
MVo ..... Mike Vosburg
MWa ..... Matt Wagner
MWb ..... Mike W. Barr
MWd ..... Mark Waid
MWh ..... Mark Wheatley
MWi ..... Mary Wilshire
MWo ..... Marv Wolfman
MWr ..... Mike Weiringo
MWy ..... M.C. Wyman

MZa ..... Mike Zeck
MZe ..... Michael Zulli
NAd ..... Neal Adams
NBa ..... Neal Barrett
NBr ..... Norm Breyfogle
NCa ..... Nick Cardy
NCh ..... Nicolas Choles
NCo ..... Nancy Collins
NCu ..... Nicola Cuti
NDo ..... Nigel Dobbyn
NDw ..... Norm Dwyer
NEl ..... Nelson
NFe ..... Norman Felchle
NGa ..... Neil Gaiman
NGo ..... Noelle Goddings
NHa ..... Neil Hansen
NHa ..... Nick Napolitano
NHe ..... Nina Paley
NIy ..... Nigel Tully
NVi ..... Nick Vince
NOc ..... Oscar Gonzalez Loyo
OCe ..... Oscar Zarate
PAb ..... Paul Abrams
PAh ..... Patty Anderson
PBo ..... Phillip Bond
PBr ..... Pat Broderick
PCh ..... Paul Chadwick
PCo ..... Pete Constanza
PCu ..... Paul Curtis
PDa ..... Paul Dini
PDe ..... Paul Dennis
PDn ..... Paul Duncan
PEd ..... Pedro
PEe ..... Pascual Ferry
PFe ..... Pete Ford
PGa ..... Phil Gasc one
PGe ..... Peter Gillis
PGn ..... Paul Gulman
PGr ..... Peter Gross
PGu ..... Peter Guay
PGy ..... Phil Gosier
PKn ..... Paul Gulacy
PHe ..... Philip Heister
PJ ..... Phil Jimenez
PJo ..... Paul Johnson
PKu ..... Paul Kupperberg
PLa ..... Peter Lard
PLe ..... Paul Levitz
PMa ..... Pablo Marcos
PMc ..... Patrick McDonnell
PMe ..... Peter Milligan
PMi ..... Pat Mills
PMu ..... Peter Mullins
PNa ..... Paul Neary
PNo ..... Philip Nutman
POd ..... Peter O'Donnell
PO ..... Pat Oliffe
PPa ..... Paul Pelletier
PPo ..... Paul Pope
PRe ..... Pat Redding
PRi ..... Peter Rinaldi
PRy ..... Paul Ryan
PSa ..... Peter Sanderson
PSe ..... Paul Smith
PSn ..... Peter Snejberg
PSo ..... Peter Stone
PTh ..... Pamela Thibert
PWi ..... Paul Wiecven
PZu ..... Patrick Zecher
RAb ..... Ross Andru
RAs ..... Richard Ashford
RBa ..... Ricardo Barreto
RBe ..... Richard Bennett
RBo ..... Robert Boyd
RBr ..... Russel Braun
RCh ..... Rich Buckler
RCo ..... Reggie Byers
RCa ..... Richard Case
RCm ..... Richard Comely
RCo ..... Rob Conte
RCr ..... Roger Cruz
RDe ..... Ricardo Delgado
REl ..... Randy Elliott
RFl ..... Robert Fleming
RFo ..... Ron Foster
RFr ..... Ron Frenz
RGa ..... Ron Garney
RGr ..... Randy Green
RGu ..... Rebecca Guay
RHa ..... Robert Hanna
RHd ..... Rich Hedden
RHo ..... Russ Heath
RHe ..... Rick Hoberg
RHw ..... Richard Howell
RJh ..... Rob Johnson

RJn ..... Robert Jones
RJo ..... R.A. Jones
RKa ..... Robert Kanigher
RKa ..... Rafael Kayanan
RLa ..... Robert LaQuenza
RLc ..... Rick Leach
RLd ..... Rob Liefeld
RLe ..... Rick Leonard
RL ..... Ron Lim
RLo ..... R.J.M. Lofficier
RLu ..... Ralph Lumiere
RLw ..... Rich Lewis
RMa ..... Ralph Macchio
RMc ..... Roger McKenzie
RMe ..... Russ Mann ng
RMn ..... Roland Mann
RMo ..... Rags Morales
RMy ..... Rick Mayo
RMz ..... Ron Marz
RNa ..... Robert Napton
RNi ..... Rafael Nieves
ROr ..... Robert Ortaleza
RPa ..... Rich Parker
RPe ..... Richard Pace
RPo ..... Rob Phipps
RPr ..... Richard Pini
RPy ..... Richard Pers Rayner
RRa ..... Ron Randall
RRo ..... Roger Salick
RRb ..... Rob Stofega
RSl ..... Roger Slifer
RSr ..... Randy Stradley
RY ..... Roger Stern
RSu ..... Robert Saunders
RTa ..... Romeo Tanghal
RTh ..... Roy Thomas
RTi ..... R.G. Taylor
RTr ..... Rurik Tyler
RVa ..... Rich Veitch
RVi ..... Ricardo Villagran
RWa ..... Rod Whigham
RWe ..... Ron Wilson
RWo ..... Rob Walton
RXo ..... Robert L. Washington III
SAn ..... Sal Amendola
SAp ..... Shea Anton Pensa
SAr ..... Sergio Aragonés
SBe ..... Steve Buccellato
SBo ..... Scott Benefiel
SBr ..... Simon Bisley
SBu ..... Stan Berkowitz
SCb ..... Scott Benson
SBJ ..... Steven Bejarano
SBs ..... Stephen Bissette
SBt ..... Steve Butler
SBz ..... Sal Buscema
SBy ..... Sarah E. Byam
SC ..... Steven Carr
SCh ..... Sean Chen
SCr ..... Sergio Cariello
SCt ..... Scott Lee
SCp ..... Steve Capp
SCr ..... Steve Crespo
SCs ..... Sandy Carruthers
SD ..... Steve Ditko
SDn ..... Steve Dillon
SEa ..... Scott Eaton
SEd ..... Scott Edelman
SE ..... Steven Ellis
SEn ..... Steve Englehart
SEp ..... Steve Epting
SEr ..... Steve Erwin
SFa ..... Sean Fagan
SFu ..... Simon Furman
SGb ..... Stan Goldberg
SGe ..... Steve Geiger
SGg ..... Steve Gerger
SGi ..... Scott Gimple

SGn ..... Sam Glanzman
SGo ..... Steve Gough
SGr ..... Steven Grant
SHa ..... Sam Hamm
S C Harlie Haeberlein
SHp ..... Scott Hampton
SHu ..... Steve Hughes
SIm ..... Stuart Immonen
SJa ..... Scott Jackson
SJe ..... Stuart Jennett
SJh ..... Stewart Johnson
SJn ..... Sheldon Jones
SJo ..... Steve Jones
SJw ..... Simon Jowett
SK ..... Sam Kieth
SKo ..... Scott Kolins
SKw ..... Sam Kweskin
SLa ..... Steve Lavalva
SLb ..... Steven Leber
SLi ..... Stan Lee
SLr ..... Steve Lightle
SLo ..... Scott Lobdell
SLr ..... Sal Larroca
SMa ..... Sean McLaughlin
SMc ..... Scott McDaniel
SMe ..... Steve Miller
SMo ..... Shelly Moldoff
SMr ..... Sparky More
SMu ..... Shawn McManus
SMt ..... Scott Mutter
SMw ..... Sid Greene
SPa ..... Steve Pattinson
SPe ..... Scott Pentzer
SPh ..... Sean Phillips
SPi ..... Scott Phillips
SPr ..... Stefan Petrucha
SPt ..... Stephen Platt
SPu ..... Steve Pugh
SQw ..... Sky Owens
SRo ..... Steve Roman
SRu ..... Steve Rude
SSe ..... Sean Scofield
SSe ..... Steven T. Seagle
SSm ..... Sean Saw
SSe ..... Steve Silvestri
SSk ..... Steve Skeates
SSt ..... Steve Stern
SSv ..... Steve Sullivan
SSw ..... Stan Woch
SSy ..... Steve Yeowell
Sta ..... Tony Akins
TAb ..... Tom Artis
TAu ..... Terry Austin
TBe ..... Terry Beatty
TBm ..... Tom Bierbaum
TBo ..... Tom Brevoort
TBt ..... Todd Botton
TCa ..... Tony Caputo
TCh ..... Travis Charest

TCk ..... Tommy Coker
TCo ..... Terry Collins
TCr ..... Tom Christopher
TDa ..... Tony Daniel
TDe ..... Tom DeFalco
TDo ..... Todd DeZarnio
TDo ..... Terry Dodson
TDr ..... Tom Derenick
TDz ..... Tony DeZuniga
TEe ..... Trevor Van Eeden
TEi ..... Tim Eldred
TGr ..... Tom Grindberg
TGr ..... Tom Grummett
THa ..... Tony Harris
THe ..... Terrance Henry
Tih ..... Tatsuya Ishida
Tis ..... Tony Isabella
Tis ..... Tom Joyner
TKa ..... Terry Kavanagh
TKo ..... Todd Klein
TKr ..... Teddy H. Kristiansen
TKy ..... Tom Kyffin
TLe ..... Tom Lee
TLo ..... Todd Loren
TLu ..... Tom Luth
TLy ..... Tom Lyle
TMa ..... Tom Mandrake
TMc ..... Todd McFarlane
TMk ..... Ted McKeever
TMo ..... Tom Morgan
TMw ..... Todd McCraw
TNa ..... Ted Naileh
TNu ..... Todd Nauck
TOc ..... Thomas O'Connor
TOz ..... Tayyar Ozkan
TPe ..... Tom Peyer
TRa ..... Tom Raney
TRi ..... Tom Richmond
TRo ..... Trina Robbins
TRr ..... Tom Ryder
TSa ..... Tim Sale
TSc ..... Tuzano Scavi
TSg ..... Tom Sneigoski
TSh ..... Tony Shrimpton
TSi ..... Tennyson Smith
TSl ..... Ted Slampyak
TSm ..... Ted Smith
TSn ..... Tony Skinner
TSu ..... Tom Sutton
TSy ..... Ty Templeton
TTi ..... Terry Tidwell
TTr ..... Timothy Truman
TTu ..... Todd Tuttle
TVe ..... Tom Veitch
TVi ..... Tim Vigil
TWa ..... Ted S. Wood
TYe ..... Tom Yeates
UKa ..... Umberto Ramos
VBr ..... Vic Bridges
VGi ..... Vince Giarrano
VLo ..... Vince Locke
VRu ..... Vince Russell
VSe ..... Val Semeiks
WBo ..... Wayne Boring
WEl ..... Will Eisner
WJa ..... Will Jacobs
WKe ..... Walter Koenig
WLo ..... William Messner Loebs
WMc ..... Walter McDaniel
WMe ..... Wim Mertens
WPh ..... Wendy Pini
WPl ..... Warren Pleece
WPo ..... Whitney Portacio
WRo ..... Werner Roth
WSt ..... Walt Simonson
WSm ..... William Simpson
WVa ..... Wayne Vansant
WWo ..... Wally Wood
YGu ..... Yuel Gui chet
YLa ..... Yancey Labat



DID YOU KNOW?

One of the reasons that early Golden Age comics like *Action Comics #1* and *Detective Comics #27* are so extremely rare (aside from the fact that they're so old and there wasn't much in the way of comic storage supplies) has a lot to do with World War II. During the war, commodities of all kinds were in short supply. So, to help supply the war effort, material drives were organized to recycle things like metal, glass, and paper! At the time, it was considered highly patriotic to take truckloads of paper to the recycling centers. And since comic books were thought to be very expendable back then, most of your basic pre-1945 comic books ended up being recycled into things like toilet paper, all to help out our GIs overseas. That explains why only a few examples of these early comics are known to exist, and why they're so valuable today.

WIZARD PRICE GUIDE

ARDWOLF

ARDWOLF PUBLICATIONS
(1994-current)
1 DC/Co Ctg: comics for the 90's
Int'ld print run, G. Morrow cvr ... 2.95
... 2.95

VERTIGO COMICS

DC COMICS (1958-current)
Peter Pressure,p4 ... 1.50
242 T&O:Brainiac ... 785.00
247 ... 100.00
48 Congorilla ... 100.00
49 ... 100.00
50 Tommy Tomorrow ... 100.00
51 L:Tommy Tomorrow ... 100.00
52 T&O:Superpr!! ... 950.00
53 Superpr! ... 150.00
54 Inf.Superman & Bizarro meeting
(see Superboy 68 for 1st app) ... 175.00
55 I:Bizarro Lois ... 100.00
260 ... 60.00
1 Streaky the Super-Cat ... 35.00
2 Supergirl ... 40.00
Bizarro World ... 65.00
266 ... 40.00
1 Chameleon Boy,Invisible Kid,
Colossal Boy ... 280.00
269 ... 40.00
Batman ... 50.00
vs Luthor ... 38.00
274 ... 38.00
vs Brainiac ... 38.00
MWI Wild Legion ... 125.00
277-282 ... 38.00
... 38.00
Mon-El ... 48.00
Supergirl ... 48.00
... 25.00
MWI Csw Legion ... 25.00
Mon-El ... 25.00
JSi JMo Legion ... 25.00
Legion/Phantom Girl ... 25.00
O Bootee Tigry ... 18.00
Comet the Superhorse ... 18.00
O Comet ... 45.00
296 ... 18.00
299 Mon-El ... 18.00
300 ... 18.00
303 ... 12.00
T&O:Brainiac ... 12.00
O:Supergirl ... 12.00
... 12.00
Saturn Girl ... 12.00
... 12.00
Legion,Batman ... 16.00
... 12.00
Justice League ... 12.00
320 ... 12.00
333 ... 10.00
... 10.00
319 ... 8.00
T&O:Parasite ... 8.00
346 ... 7.00
... 10.00
348-359 ... 7.00
MWI Csw Giant-Size
Supergirl ... 10.00
364 ... 5.00
MWI Csw Legion ... 5.00
372 ... 5.00
MWI Csw Giant Size
Supergirl ... 8.00
383 ... 5.00

ACTION COMICS ANNUAL #1

384-408 ... 4.00
409 Csw Gila Supes vs C Kent ... 4.00
410 Csw Gila Satanic son ... 4.00
411 Csw Gila O:Eclipso ... 4.00
412-418 ... 4.00
419 Csw Gila I:Human Target ... 6.00
420-424 ... 4.00
425 NAD B:Atom ... 8.00
426-436 ... 4.00
437 Csw EMa 100 pages ... 5.00
438-439 Csw CBa ... 4.00
440 MGr Green Arrow ... 6.00
441 Csw EMa Green Arrow ... 5.00
442 MGr Atom ... 5.00
443 Giant-size JLA vs all villains ... 5.00
444-446 MGr Green Arrow Bkup ... 3.00
447-450 Csw EMa ... 3.00
451-452 Csw MSu ... 3.00
453-454 Csw CBa ... 3.00
455-486 ... 3.00
487-499 Csw CBa ... 3.00
500 Csw MPa Legion,no ads,
Superman's file story ... 4.00
501-509 ... 2.00
510 Annual Man ... 10.00
513 Animal Man ... 2.00
514 Luthor Mikho dedicated to
Joe Shuster & Jerry Siegel ... 2.00
555-582 ... 2.00
583 CSw AMo "Last"
Superman story,p2 ... 10.00
584 JBy JBy New T Titans ... 3.00
585-597 JBy JBy ... 2.00
598 JBy JBy T-Checkmate ... 4.00
599 JBy JBy Metal Men ... 2.00
600 JBy GPr 50th Annv ... 7.00
601-642 weekly anthology series ... 1.75
641 return to monthly
Csw GPe Morgan Edge ... 1.75
644 GPe RSt vs Matrix ... 1.75
645 GPe RSt I:Maxima ... 1.50
646-659 ... 1.75
660 Csw ...ur Luthor takes his death ... 1.50
661 BMc RSt Plastic Man ... 1.75
662 BMc RSt Clark reveals
his identity to Lois ... 3.00
663-666 ... 1.50
667 JOr RSt giant size,
Son of Krypton, p4 ... 1.50
668 BMc RSt Lex Luthor ... 1.50
669 BMc RSt Krbl: meet Lanes ... 1.50
670 BMc RSt Armageddon 1991 ... 1.50
671 BDw RSt I Lex Luthor II ... 1.50
672 BMc RSt Lex Luthor ... 1.50
673 BMc RSt I:Milligrammite ... 1.50
674 BMc RSt Pan:C prologue ... 1.50
675 BMc RSt Panic, p4,JLA ... 1.50
676-677 CGr RSt ... 1.50
678 JGo RSt Lex Luthor II revealed
to be Lex Luthor I ... 1.50
679 JGo RSt ... 1.25
683 CGr RSt Doomsday cameo ... 6.00
684 CGr RSt Doomsday, p4 ... 7.50
685 CGr RSt Funeral, p2 ... 5.00
686 CGr RSt Funeral, p6 ... 3.00
687 CGr RSt Begin of the Superman
& Cyborg Stories Edition ... 2.50
687A CGr RSt Begin of the Superman
p1 Newsstand Edition ... 1.50
688 CGr RSt Begin p5,C. Gardner ... 2.50
689 CGr RSt p9,3. of Kr in vs Man
of Steel, Brainiac Superman ... 4.00
690 CGr RSt p 3 Boy of Steel ... 2.00
691 CGr RSt p12 ... 2.00
692 CGr RSt ... 1.50
693 CGr RSt ... 1.50
694 CGr RSt Spilled Blood,p2 ... 1.50
695 CGr RSt vs Lobo,multi-level
revenge,Lex's enhancement ... 2.50
695A ... 1.50
696 CGr RSt on a new planet ... 1.50
697 CGr RSt Brainiac's World p3 ... 1.50
698 CGr RSt Lex sets Lois up ... 1.50
699 CGr RSt war the LexCorp
& Cadmus Project ... 1.50
700 JGo RSt Fall of Metropolis,p1,
world learns about Lex,dbl sz ... 2.50
701 JGo RSt Fall,p5,Supes vs Lex ... 1.50
702 JGo DMa Bloodsport returns ... 1.50
703 JGo DMa ZERO HOUR ... 1.50
704 JGo DMa seeks Eradicator's help ... 1.50
705 JGo DMa no one be seen Supes
to be the real thing ... 1.50
706 JGo DMa visit to Smallville ... 1.50
707 JGo DMa vs Shadow-Dragon ... 1.50
ANNUAL 1 Add By Batman ... 7.00
ANNUAL 2 JOr JOr Memories ... 2.50
ANNUAL 3 TGr RSt Armageddon,
Superman becomes President ... 2.00
ANNUAL 4 CWo DVa Eclipse
ANNUAL 5 Bloodlines,p11
I Loose Cannon ... 2.-
ANNUAL 6 Elsworlds story ... 3.-

ADVENTURE COMICS

DC COMICS (1955-1983)
210 I:Krypto ... 2,160.00
211-213 ... 200.00
214 2nd Krypto ... 435.00
215-236 ... 150.00
237-246 ... 180.00
247 T&O Legion ... 3,525.00
248-252 JKi Green Arrow ... 90.00
253 Superboy meets Robin ... 135.00
254-255 JKi Green Arrow ... 90.00
256 JKi O:Green Arrow ... 400.00
257-258 Green Arrow/Aquaman ... 80.00
259 ... 80.00
260 Origin retold: Aquaman (1st
Silver Age origin S/S?) ... 455.00
261 Green Arrow/Aquaman ... 62.00
262 T&O Speedy ... 70.00
263-266 Green Arrow/Aquaman ... 62.00
267 2nd Legion ... 590.00
268 ... 62.00
269 I:Dr.Aquaslad ... 150.00
270 B:Congorilla ... 62.00
271 O:Luthor ... 150.00
272-274 Aquaman ... 40.00
275 Batman ... 100.00
276-281 ... 40.00
282 O:Legion ... 100.00
283 I:Phantom Zone ... 75.00
284 Aquaman ... 40.00
285 Bizarro World ... 65.00
286 I:Mayzik,Bizarro ... 75.00
287 I:Bizarro, Olsen
and P. White ... 45.00
288 I:Eleven ... 40.00
289 Superboy ... 40.00
290 T&O Van Boy ... 95.00
291 1st T2k cover price issue ... 30.00
292 I:Bizarro Lana Lang
and Lucy Lane ... 30.00
293 Mon-El I:Bizarro Luthor ... 62.00
294 I:Bizarro Marilyn Monroe ... 62.00
295-298 Superboy ... 30.00
299 1st Krypton Site ... 35.00
300 B:Tales of the Legion ... 295.00
301 T&O Bounding Boy ... 30.00
302 I:Pando-Man ... 50.00
303 I:Matter Eater Lad ... 50.00
304 D:Lightning Lad ... 50.00
305 Dawnrise Lad ... 50.00
306 I:Legion of Sub Heroes ... 40.00
307 I:Element Lad ... 40.00
308 I:Lightning Lass ... 40.00
309-310 Legion ... 40.00
311-316 ... 28.00
317 I:Bil Dream Girl ... 28.00
318-320 ... 28.00
321 1st Time Trapper ... 24.00
322-326 ... 21.00
327 I:Fro Eha T&O:Lone Wolf ... 21.00
328-330 ... 21.00
331-339 ... 16.50
340 Csw,p1 I:Computo ... 16.50
341 Csw,p1 Computo ... 12.00
342-345 ... 10.00
346 JSi,JSi I:Karate Kid,
I:Fearo Lad, I:Projectra ... 12.00
347 Csw,p1 O:Nemesis ... 10.00
348 CBa,JSi,JSi,Boy, I Dr
Zaxtan Regulus ... 11.00
349 CSw,JSi I:Universo ... 11.00
350 CSw,JSi I:White Witch,I.R.J
Brande,I.Prince Eu-Ro,
Q.Superboy,Q.Supergirl ... 10.00
351 CSw,JSi I:Ultra Boy ... 10.00
352 CSw,JSi I:Sun-Eater I:Mano,
I:Persuader, I:Thorak I:Vanadis,
I:Imperial Empress ... 9.00
353 CSw,JSi D:Fearo Lad,
D:Sun-Eater ... 13.00
354,360 ... 9.00
361-364 ... 7.00
365 CSw,JSi I:Shadow Lass ... 8.00
366 CSw,JSi I:Shadow Lass ... 7.00
367 CSw,JSi I:The Dark Circle,
I:Venus ... 7.00
368 CSw,JSi gives up boys ... 7.00
369 CSw,JSi I:Mordru ... 7.00
370 CSw,JSi:Mordru ... 7.00
371 CSw,JSi I:Chemical King ... 8.00
372 CSw,JSi I:Chemical King ... 7.00
373 WMo JSi I:Tornado Twins ... 6.00
374 WMo JSi Taurus Gang ... 6.00
375 WMo JSi I:Quantum Queen ... 7.00
376-380 ... 5.00

WIZARD PRICE GUIDE

439-453 ..... 1.50
454 JOr JOr 1 New Mongul 2.00
455 DJu DJo 1 Eradicator, Kryptonian clerc 6.00
456 DJu JOr Darkseid 1.50
457 DJu vs Intergang 1.50
458 JOr GPe 1 Elastic Lad 1.50
459 DJu GPe 1 Journey of Scutude 1.50
460 DJu DJu vs Eradicator 1.50
461 DJu DJu Flashbacks 1.50
462 RSi DJu Homeless 1.50
463 DJu DJu Superman/Flash Race 2.75
464 DJu DJu vs Doko, Kryptonian Man, p 2 ..... 5.00
465 DJu DJu vs Draaga, Kryptonian Man, p 4 ..... 1.75
466 DJu DJu pseudo-Fantastic 4, 1 Cyborg Superman 7.50
467-479 ..... 1.50
480 CDw JOr double size, Son of Krypton, p1 ..... 1.75
481-483 ..... 1.50
484-493 ..... 1.75
494 ..... 6.50
497 TGr JOr Doomsday 7.50
498 TGr JOr Funeral for Friend p1 ..... 3.50
499 Funeral for a Friend, p3 ..... 3.00
500 Collector's Edition, extra 8 pg1, new Superman 2.50
500A Newsstand Edition 2.50
500B Platinum Edition 35.00
501 TGr JOr Reign of the Supermen, p4, Collector's Edition 2.50
501A TGr JOr Reign of the Supermen, p4, Newsstand Edition 1.50
502 TGr JOr Reign, p8, Young Superman vs Superpin 2.00
503 TGr JOr Reign, p12, Young Superman vs Cyborg 2.00
504 TGr JOr Reign, p16, final Superman, young Superman, & Man of S. vs Cyborg's men 2.00
505 TGr JOr Collector's Edition, holographic foil cover 3.50
505A newsstand edition 2.00
506 TGr JOr Kryptonite 1.50
507 BKi BKi Spilled Blood, p1 ..... 1.50
508 BKi BKi Challengers of the Unknown 1.50
509 BKi BKi 1.50
510 BKi BKi Bizarro's World, p2 ..... 1.50
511 BKi BKi Clones deteriorate 1.50
512 BKi BKi vs Parasite 1.50
513 BKi BKi Battle for Metropolis 1.50
514 BKi BKi Fall of Metropolis, p4 ..... 1.50
515 BKi BKi Massacre In Metropolis, p2 ..... 1.50
516 BKi BKi ZERO HOUR, Superman replaced by Aphra Centurion 1.50
517 BKi BKi Deathtrap 1.50
518 BKi BKi journeys to Apokolips 1.50
519 BKi BKi truth about body in tomb revealed 1.50
520 Sim BKi 100 criminals strike at midnight, plus Lock and Babe 1.50
ANNUAL 1 ..... 2.50
ANNUAL 2 JBy/DJu, CSw Lobo, LE, G, LO, N 5.00
ANNUAL 3 Arm 2001 ..... 2.00
ANNUAL 4 Eclipse 2.50
ANNUAL 5 Bloodlines, p16, 1 Sparx 2.50
ANNUAL 6 Elsewords story 2.75

ADVENTURES OF THE FLY

ARCHIE (1959-1965)

1 O Shea'd 350.00
2 ..... 200.00
3 ..... 125.00
4 ..... 90.00
5-12 ..... 60.00
13 ..... 40.00
14 1 BoD Fly Girl 60.00
15-24 ..... 40.00
25-31 ..... 28.00

ADVENTURES OF THE JAGUAR

ARCHIE (1961-1963)

1 1 BoD Jaguar 130.00
2 ..... 75.00
3 ..... 65.00
4-6 ..... 50.00
7-8 ..... 45.00
9-12 ..... 40.00
13-15 ..... 30.00

ADVENTURES OF THE OUTSIDERS

DC COMICS (1986-1987)

previously Batman & The Outsiders

33-46 ..... 1.25

ADVENTURES ON THE PLANET OF THE APES

MARVEL (1975-1976)

1 GTu 3.50
2 GTu 2.50
3-11 ..... 2.00

AGENT THREE ZERO

GALAXINOTES (1993)

1 comic tk-size illustrated novel, packaged w/ poster & card 9.00
2 ..... 3.95
3 Agent T Z teams w/ Jim Steele 3.95

AKIRA

EPIC/MARVEL (1988-current)

1 KOr KOr 22.00
2 KOr KOr 13.00
3-5 KOr KOr 10.00
6-7 KOr KOr 7.50
8-10 KOr KOr 7.00
11-14 KOr KOr 6.00
15-17 KOr KOr 6.00
18 24 KOr KOr 5.50
25-27 KOr KOr 4.75
28-33 KOr KOr 4.50
34 ..... 5.00

TRADE PAPERBACKS

1 reprints issues #1-3 ..... 13.95
2 reprints issues #4-6 ..... 13.95
3 reprints issues #7-9 ..... 13.95
4 reprints issues #10-12 ..... 14.95
5 reprints issues #13-15 ..... 14.95
6 reprints issues #16-18 ..... 14.95
7 reprints issues #19-21 ..... 16.95
8 reprints issues #22-24 ..... 16.95
9 reprints issues #25-27 ..... 16.95
10 reprints issues #28-30 ..... 17.95

ALEX

FANTAGRAPHICS BOOKS

(1994-current)

1 alcoholic dog's story 2.95
2 discovers cause of depression 2.95
3 visit from former classmate 2.95
4-5 ..... 2.95
6 Final issue 3.50

ALICE COOPER, EXTREME PREVENTION OF ALICE

MARVEL (1994)

1 MDi, NCu, Ja Tal of Marvel's Music Comics 4.95
2 MDu NGu 4.95
3 MDu NGu final issue 5.95

ALIEN³

DARK HORSE (1992)

1-3 ..... 2.50

ALIEN LEGION

MARVEL (1984-1987)

1-2 FC, CRo 3.50
3-6 FCr CRo 3.00
7-20 ..... 2.00

2ND SERIES (1987-1990)

1-2 LSt AZe 2.50
3-18 LSt CDi 2.00

GRIMROD (1992)

GN MVh CDi 5.95

ONE PLANET AT A TIME (1993)

1-3 HNg CDi 4.95

ON THE EDGE (1990-1991)

1-4 LSt CDi 4.95

SLAUGHTERWORLD

TPB rep first series #1-#7 ..... 9.95

TENANTS OF HELL (1991)

1-2 LSt CDi 4.95

ALIENS

DARK HORSE (1988-1989)

1 ..... 35.00
1A 2nd print 4.75
1B 3rd print 2.75
1C 4th print 2.50
2 ..... 25.00
2A 2nd print 3.25
2B 3rd print 3.00
3 ..... 22.00
3A 2nd print 2.75
3B 3rd print 9.00
4 ..... 7.00
5 ..... 6.00

ALIENS: EARTH WAR #1

© Dorothy Cleveland Fox

TPB reprints 1-6 ..... 11.95

2ND SERIES (1989-1990)

1 DBe MVe 10.00
2 DBe MVe 6.00
3 DBe MVe 5.00
4 DBe MVe Ripley app 4.75

HC (2500) 79.95

HC COLONIAL MARINES (1993 current)

8 ..... 2.50
9 ..... 2.50
10 ..... 2.50

THE COMPLETE ALIENS

HC (1000) rep DHP Aliens, Aliens 1 (2nd), Earth War 99.95

EARTH WAR (1990)

1 SKo MVh 9.00
1A 2nd print 2.50
2 SKo MVe 8.00
3-4 SKo MVe 6.00
HC signed & numbered 59.95

EARTH ARGENT (1994)

1By MVe aliens loose in 50's suburbia 2.95
HC limited edition w/ Bone art/view 19.95

GENOCIDE (1991-1992)

1 dir DMc MVh alien civil war 3.75
2 dir DMc MR 3.25
3-4 dir DMc MR 3.00
5C 13.95

HIVE (1992)

1 Kip JPr synthetic aliens 4.00
2 Kip JPr 3.25
3 Kip JPr inside hive 3.00
4 Kip JPr D-Everywhere 2.75
5C 13.95

LABYRINTH (1993-1994)

1 RPl DHp represent on Aliens 2.50
2-3 RPl JWo 2.50
4 RPl JWo to be revealed 2.50

MUSIC OF THE SPEARS (1994)

1 composer captures Alien sounds 2.50
2 comp't realizes he needs humans 2.50
3 ..... 2.50
4 Mozart's performance 2.50

NEW'S TALE (1992)

1 ..... 4.95

ROGUE (1993)

1 WSm RJo 2.50
TPB reprints #1-4/Nelson cvr 14.95

SACRIFICE (1993)

1 Rip PHr PE pose-shot 4.95

STRONGHOLD (1994-current)

1-3 DMn JAr 2.50
4 DMn JAr 2.50

ALIENS VS PREDATOR

DARK HORSE (1990)

0 Reprints DHP #34-36 ..... 15.00
1 PHp RSt 31.00
1A 2nd print 2.50
2 PHp RSt 7.00
3 PHp RSt 6.00
4 CVa RSt 5.00
SC reprints series/new art pages 19.95
HC limited edition HC version 79.95

DEADLIEST OF THE SPECIES (1993-current)

1 JGu CCI 1 Carvin Decatlon 3.50
2-3 JGu CCI 3.00
4-7 ..... 2.50
8 EBa CCI 2.50
9 EBa CCI 2.50

ALL-AMERICAN MEN OF WAR

DC COMICS (1952-1966)

1 (#127 on cover) 500.00

AMAZING SPIDER-MAN #396... Spidey and Daredevil hunt down the Owl only to have Spidey infected with an apparently lethal virus. That's gotta suck.

(#128 cover) 350.00
17 275.00
18 200.00
19 175.00
20 Code-approved issue 200.00
21 125.00
22 100.00
23 75.00
24 60.00
25 Gunner & Sarge 95.00
26 55.00
27 40.00
28 Johnny Cloud 40.00
29 25.00
30 12.00

ALL-STAR COMICS

DC COMICS (1976-1978)

16 Power Girl/JSA 2.25
17 2.00
18 1.75
19 Huntress 2.25
20 Huntress 2.25
21 1.75
22 JSA 1.75

ALL STAR ARCHIVES
reprints Golden Age "All-Star Comics"
#3-6 deluxe hardcover 49.95

ALL-STAR WESTERN

DC COMICS (1976-1972)

11 10.00
12 4.00
13 Jonah Hex 90.00
14 Jonah Hex 40.00

ALPHA FLIGHT

MARVEL (1983-1994)

1 By Bill Mantlo/Mike Mignola, Diamond Distributor Cover, O Alpha Flight, Wild Child (cameo) 4.50
2 By Bill Mantlo 3.00
3 By Bill Mantlo/Mignola 2.50
4 By Bill Mantlo 2.00
5 Madrox, Alpha Flight, Wild Child (in full), Flashback 2.50
12 By Bill Mantlo/Jim Lee/Scott Hanna 1.50
13 By Bill Mantlo/Jim Lee/Scott Hanna 1.50
14 Twoyoungmen as an adult 1.50
15 By Bill Mantlo/Jim Lee/Scott Hanna 1.50
16 By Bill Mantlo/Jim Lee/Scott Hanna 1.50
17 Madrox, Alpha Flight 1.50
18 By Bill Mantlo/Jim Lee/Scott Hanna 1.50
19 By Bill Mantlo/Jim Lee/Scott Hanna 1.50
20 Wolverine, Alpha Flight 1.50
21 Wolverine, Alpha Flight 1.50
22 Wolverine, Alpha Flight 1.50
23 Wolverine, Alpha Flight 1.50
24 Wolverine, Alpha Flight 1.50
25 Wolverine, Alpha Flight 1.50
26 Wolverine, Alpha Flight 1.50
27 Wolverine, Alpha Flight 1.50

131 RAN GCy Aunt May &Dr Octopus' wedding 20.00
132 JBu GCy Molten Man ... 20.00
133 RAN GCy IR Molten Man 20.00
134 RAN GCy Punisher, 1 Tarantula ... 30.00
135 RAN GCy IR Tarantu-a 55.00
136 RAN GCy 1 Harry Osborne as Green Goblin II ... 40.00
137 RAN GCy vs Green Goblin II 25.00
138-140 RAN GCy 25.00
141 RAN GCy 1 Mysterio I 25.00
142 RAN GCy IR Mysterio II, 1 Gwen Stacy's clone. 25.00
143 RAN GCy 1 Cyclone IR Gwen Stacy's clone 25.00
144-147 RAN GCy 25.00
148 RAN GCy 45.00
149 RAN GCy D Jackal, 1 Ben Peter Parker's clone 150.00
150 GKa ACo clone pt 2 75.00
151 RAN LWe clone pt 3 60.00
152-160 ... 16.00
161 RAN LWe highbrawler, Punisher, 1 jigsaw (hidden), Wolverine & Colossus app ... 18.00
162 RAN LWe N ghtcrawler, 1 Jigsaw(hd),Pun sher ... 7.00
163-173 RAN LWe ... 7.00
174 RAN LWe Punisher,Hitman 18.00
175 RAN LWe Punisher, Drakhtman ... 18.00
176 RAN LWe 1 Bart Hamilton as Green Goblin III 15.00
177 RAN LWe vs Green Gob n III 15.00
178 RAN LWe Silvermane, Green Goblin III 15.00
179 RAN LWe Silvermane, Green Goblin III ... 15.00
180 RAN LWe O Green Gobl n III, Silvermane ... 15.00
181 SBu BMa O'Sp-Man retold 9.00
182 RAN MWo Mad Rocket 8.00
183 RAN MWo IR Rocket Racer, 1 The Wrecker ... 8.00
184 RAN MWo 1 White Dragon II ... 8.00
185 RAN MWo White Dragon II, Peter Parker m ssing graduating from college ... 8.00
186 RAN MWo Chameleon ... 8.00
187 RAN MWo Chameleon ... 8.00
188 KPo MWo Jigsaw ... 8.00
189-190 JBy MWo Man-Wolf ... 8.00
191 KPo MWo Spencer Smythe ... 8.00
192 KPo MWo Smythe,Fly ... 8.00
193 KPo MWo Fly,Mysterio I ... 8.00
194 KPo MWo 1 Black Cat ... 15.00
195 KPo MWo O-B ack Cat ... 8.00
196 AMc MWo Kingpin,Aunt May's death (alive) ... 7.00
197 KPo MWo Kingpin ... 7.00
198-199 SBu MWo ... 7.00
200 KPo MWo/Sle cazoule size, burglar who killed Uncle Ben dies fighting Spider-Man ... 25.00
201-202 KPo MWo Punisher ... 20.00
205-208 ... 6.00
209 AWe DOn Kraven,1 Calypso, Spider-Woman & Tigra app 10.00
210 JBy DOn ... 10.00
211-224 ... 6.00
225 JRs RSt 1 Foolkiller II ... 6.00
226 JRs RSt foolkiller II,Black Cat ... 6.00
227 JR RSt Black Cat takes her own death ... 6.00
228 ALe JSd Spider-Murders ... 6.00

229 JSt RSt vs Juggernaut, Madame Web ... 6.00
230 JRs RSt Juggernaut, Madame Web ... 6.00
231 JR RSt Cobra,Mr Hyde 6.00
232 JR RSt Mr Hyde ... 6.00
233 JR RSt Tarantula ... 6.00
234 JR RSt Will O' The Wisp, Tarantula mutated ... 6.00
235 JR, RSt Tarantula,O-W'l O The Wisp ... 6.00
236 JR, RSt O' Tarantula,Will O The Wisp ... 6.00
237 BMa BMa Sloth ... 7.00
238 JR, RSt 1 ieO Hobgoblin Lakeside tattoo ... 60.00
238A wro tattoo ... 24.00
239 JR, RSt vs Hobgoblin ... 35.00
240 JR RSt vulture ... 7.00
241 JR RSt O-Vulture ... 7.00
242 JR RSt Awesome Andro d ... 7.00
243 JR RSt ... 7.00
244 JR RSt Hobgoblin ... 10.00
245 JR RSt Hobgoblin n, D Hobgoblin II (Lefty Donovan) ... 16.00
246 JR RSt dagger ... 7.00
247 JR RSt Frogman,Thunderbolt ... 7.00
248 JR RSt Thunderbolt, "Kid who Collects Spider-Man" ... 7.00
249 JR RSt Hobgoblin vs Kingpin ... 13.00
250 JR RSt Hobgoblin ... 13.00
251 RFr RSt vs Hobgoblin, Secret Wars tie-in ... 7.00
252 RFr RSt 1 Alien Costume (later becomes Venom) 28.00
253 RLz TDe 1 Rose ... 8.00
254 RLz TDe Jack O' Lantern 6.00
255 RFr TDe 1 Black Fox, Red Chaal ... 6.00
256 RFr TDe 1 Puma ... 6.00
257 RFr TDe Puma,Hobgoblin, costume revealed to be alive 10.00
258 Hobgoblin ... 10.00
259 RFr TDe Hobgoblin, O Spider-Man ... 15.00
260 RFr TDe Hobgoblin ... 10.00

261 RFr TDe Hobgoblin II vs Harry Osborn ... 11.00
262 BLa BLa JR Spider-Man ... 7.00
263 BLa BLa 1 Spider-K d ... 7.00
264 PAn CAq 1&O Red 9 ... 5.00
265 RFr TDe 1 Silver Sable, vs Black Fox ... 13.00
265A 2nd print ... 1.25
266 SBu PDa Toad vs Frogman, Spider-Ad ... 5.00
267 BMc PDa Human Torch ... 5.00
268 RFr TDe Secret Wars II, Golem skyscraper ... 5.00
269 RFr TDe vs R ebrand ... 5.00
270 RFr TDe vs Fire orb,Avengers ... 5.00
271 RFr TDe Crusher Hogan vs Mayhem ... 5.00
272 SBu TDe 1&O Slyde ... 5.00
273 RFr TDe Puma,Secret Wars ... 5.00
274 RFr TDe Secret Wars II,Spidey vs Zarathos,Mephisto ... 11.00
275 RFr TDe Hobgoblin,obt sz, rep Amazing Fantasy #15 ... 13.00
276 RFr TDe Hobgoblin,Hash Thompson framed ... 10.00
277 278 ... 4.50
279 RLz TDe Missing in Action, Silver Sable vs Jack O'Lantrn ... 4.50
280 RFr TDe 1 Silver Sable vs Sinister Syndicate ... 6.00
281 RFr TDe Hobgoblin vs Jack O Lantern ... 12.00
282 RLz TDe X-Factor ... 6.00
283 RFr TDe Hobgoblin,Titania, Absorbing Man ... 6.00
284 RFr TDe Gang War,p1,Punisher, Hobgoblin,The Rose ... 10.00
285 AKp TDe p2,Punisher, Hobgoblin,Jack O' Lantern ... 18.00
286 AKp JOw p3,Hobgoblin, Jack O' Lantern,Rose ... 7.00
287 RLz JOw p4,Spidey vs Daredevil,Hobgoblin,Rose ... 7.00
288 AKp JOw p5,Punisher,Falcon, Hobgoblin,Daredevil,Black Cat,Kingpin ... 10.00
289 AKp PDa db: sz, IR:Hobgoblin, Wolverine cameo,1 new Hobgoblin (Jack O' Lantern) ... 20.00

290 Peter proposes to Mary J 6.00
291 JBy DMi Spider Slayer, Mary J refuses proposal 6.00
292 ASa DMi Mary J. accepts, Spider-Slayer ... 6.00
293 MZe DJm Kraven's Last Hunt, p2,Spider hallucination ... 10.00
294 MZe DJm p3,Kraven commits suicide ... 10.00
295 CMn AMo Mad Dog Ward, continues from Web #33 6.00
296 vs Dr. Octopus ... 6.00
297 ASa DMi Dr. Octopus ... 6.00
298 TMc DMi 1-Venom (cameo), 1st Todd McFarlane Spidey 36.00
299 TMc DMi Venom (cameo) 30.00
300 TMc DMi 1&O Venom(full story), R,red & blue cost.me ... 66.00
301 TMc DMi vs Silver Sable 15.00
302 TMc DMi 1 Wes Cassady, vs Dr. Nero ... 15.00
303 TMc DMi, Silver Sable, Sandman ... 15.00
304 TMc DMi 1 Jonatnan Caesar Black Fox,Prowler, "Webs" 10.00
305 TMc DMi Black Fox,Prowler, Johnny Carson ... 15.00
306 TMc DMi Chameleon,Black Cat, Humbug,Action #1 cover ... 10.00
307 TMc DMi O Chameleon, Mary J kidnapped ... 10.00
308 TMc DMi vs Taskmaster 10.00
309 TMc DMi 1 Styx & Stone, vs Jonathn Caesar ... 10.00
310 TMc DMi Killer Shrike,Peter returns to college,Tinkerer 7.00
311 TMc DMi Inferno,Mysterio, Hobgoblin cameo ... 7.00
312 TMc DMi Inferno,Green Goblin vs Hobgoblin ... 20.00
313 TMc DMi Inferno,vs Lizard 7.00
314 TMc DMi Christmas story, Peter & MJ evicted ... 7.00
315 TMc DMi Venom, mystro-Man ... 18.00
316 TMc DMi Venom ... 18.00
317 TMc DMi Venom,Thing 18.00
318 TMc DMi Scorpion Justin Hammer ... 10.00
319 TMc DMi Rhino,Scorpion, Blackjack ... 10.00
320 TMc DMi Assassination Plot p1,Silver Sable,Paladin ... 10.00
321 TMc DMi p2,S Sable,Paladin 7.50
322 TMc DMi p3,Silver Sable, Sabretooth (in shadow only) 7.50
323 TMc DMi p4,Paladin,Solo, Captain America,S Sable 9.00
324 ELa DMi p5,Sabretooth,Solo, Captain America,S Sable ... 12.00
325 TMc DMi p6,Silver Sable, Red Skull ... 8.00
326 CDo DMi Acts of Vengeance, Craviton ... 7.00
327 ELa DMi Acts of Vengeance, Cosmic Spidey,Magneto 5.00
328 TMc DMi Acts of Vengeance, Cosmic Spidey,Hydra, Sebastian Shaw ... 10.00
329 ELa DMi Acts of Vengeance, Cosmic Spidey,1 Tri-Sentinel, Loki,Sebastian Shaw ... 5.00
330 ELa DMi Venom,Punisher 6.50
331 ELa DMi Venom,Punisher, Black Cat ... 6.50
332 ELa DMi Reg Lenox,Mia colin Forbes,Venom,Styx & Stone 8.00
333 ELa DMi Venom vs Styx & Stone ... 8.00
334 ELa DMi Return of the Sinister Six,p1, ron Man ... 4.00
335 ELa DMi p2,Spider,Captain America,Hobgoblin ... 4.00
336 ELa DMi p3,D Nathan Crance, Kingpin, Strange ... 4.00
337 ELa DMi p4,S Sable,Nova 4.00
338 ELa DMi p5,Sandman vs Silver Sable ... 4.00
339-343 ... 4.00
344 ELa DMi Venom,Cardiac vs Rhino,1:Cletus Kasady ... 11.00
345 MBa DMi Venom,Cardiac vs Boomerang,Venom costume reflects Cletus Kasady ... 12.00
346 ELa DMi vs Venom ... 9.00
347 ELa DMi vs Venom on deserted island ... 9.00
348 ELa DMi Avengers,Sandman Black Fox ... 3.00

ARMORING #9... Sirot goes on a covert mission and obtains some prototype weapons, while the team enjoys a congratulatory banquet where Gunny is assured he'll remain on the team.

FLA DMI Dr Doom,Black Fox, 3.00
FLA DMI Dr Doom,Black Fox, Todd McFarlane pin-up 5.00
MBa DMI Nova vs Tri-Sentinel 3.00
MBa DMI Nova,Tri-Sentinel 3.00
MBa AMI Round Rebel,p1, Punisher,Darkhawk 3.00
MBa AMI p2,Punisher,Moon Knight,Nova,Night Thrasher 3.00
MBa AMI p3,Punisher,Nova, Night Thrasher,vs Sewers 3.00
MBa AMI p4,Punisher,Nova, Moon Knight,vs Seekers 3.00
MBa AMI p5,Punisher,Nova, Darkhawk,vs Thunderball 3.00
MBa AMI p6,Punisher,Moon Knight,Darkhawk,N Thrasher, Nova,vs Mastermind's guise? cvr 3.00
CMa DMI Cardiac, Cletus Kasady 2.00
CMa DMI Cardiac vs Spider Man,1 Carnage (cameo) 8.00
MBa DMI 1,Carnage (full), O.Cletus Kasady 16.50
MBa 2nd print 1.75
MBa DMI Carnage,Venom, Human Torch 10.00
MBa 2nd print 1.25
MBa DMI Carnage,Venom, 1 Peter's parents (in story) 9.00
MBa DMI vs The Shocker, Midgipack 2.00
30th anniv,Peter meets parents, hologram cvr,poster,vs Lizard, O.Sp-Man,SM,J99 preview 8.00
367 Red Skull,Taskmaster 1.75
Spider S.layers 1.75
370 1.75
371 Spider-Slayer 1.75
371 vs Spider-Slayer 2.50
374 vs Venom 2.50
375 Ig I cover, 30th anniv,venom 6.00
376 Ig DMI vs Cardiac, Slyx & Stone 1.50
377 Ig DMI teams up w/Cardiac against Slyx & Stone 1.50
MBa DMI Maximum Carnage, p3,Venom vs Carnage 1.50
MBa DMI Maximum Carnage,p7, teams w/Venom aga rst Carn. 1.25
MBa DMI Max. Carnage,p11 ... 1.25
MBa DMI truth about Peter's parents,+Hulk 1.25
382 DMI Hulk 1.25
383 DMI vs the Jury 1.25
384 DMI vs the Jury 1.25
385 DMI teams w/Jury 1.25
386 DMI vs Hulk 1.50
387 DMI Ultethel,p2 5.50
388 DMI Ultethel,p3,dbl sz, coll.'s edit'n,parents' secret 3.75
388A MBa DMI newsstand edition 2.50
389 Punisher,vs Cranmeloon 1.50
390 Spidey tries to fix his life, meta lic ink cvr 16-pg comic 2.95
regular edition 1.50
MBa DMI vs Shocker & Carnage 1.50
MBa DMI Peter Parker,No Scene 99 ,Hollywood,vs SM 1.50
MBa DMI Smelting cvr 1.50
MBa DMI Power and Responsibility, p2 Spidey and his clone take on Judas Traveller/flip book and 2 foil stamped covers 2.95
regular edition 1.50
MBa DMI the Puma returns 1.50
MBa DMI Spider & Daredevil vs new Vulture & Owl, there's something up with Mary Jane 1.50
MBa DMI dbl sz, Web of Death,p1: poisoned SM vs. Stunner, Doc Ock 2.25
MBa DMI Web,p3, Doc Ock 1.50
ANNUAL 1 SDi Ste 1 Sinister Sin,Avengers & FF & X-Men Dr. Strange cameo 4.95 00
SPECIAL 2 SDi Ste Dr. Strange, 1 Kamio 225.00
SPECIAL 3 DHe Ste Hulk,Avengers, rep Amazing Spidr #11-12 75.00
SPECIAL 4 Le Ste Human Torch, Mysterio,Wizard 75.00
SPECIAL 5 Ule Ste 1 Wond Warlrl era Red Skull 1&3 Peter Parker's parents (flashback) .80.00
SPECIAL 6 rep #18,Annual #1, Spidey story in FF Aren #1 ..... 25.00

SPECIAL 7 rep #1,2,38 22.00
SPECIAL 8 rep #40,50,57 22.00
SPECIAL 9 rep Spect. Spdr #2 15.00
ANNUAL 10 CKa BMa 1 Human Fly 14.00
ANNUAL 11 DPe BMa 1 Spider Squad,1 Man-Spider 14.00
ANNUAL 12 rep #119,120 14.00
ANNUAL 13 JSy JSh Doc Ock 14.00
ANNUAL 14 FMh DOn Dr. Doom, Dr. Strange,Dormammu 14.00
ANNUAL 15 FMh DOn Punisher vs Dr. Octopus 19.00
ANNUAL15 16 20
ANNUAL 17 PRy DOn M.Peter and M.Spider-Man cover 15.00
ANNUAL 21A 1 Lizards cover 17.00
ANNUAL 22 8.00
ANNUAL 23 RLe DMh She-Hulk vs Abominat.on 8.00
ANNUAL 24 GKa DMh Spidey's Tiny Adv.Arthrain 3.50
ANNUAL 25 2.50
ANNUAL 26 2.25
ANNUAL 27 1 Makesh.ft,w card 2.95
ANNUAL 28 vs Carnage ... 2.95
ASHCAN 16-pg. primer,profiles 0.75
GIANT SIZE 1 BMh Ule Dracula, 1 Equinox,rep Strange Tales #180 12.00
GIANT SIZE 2 BLa Ule Master of Kung-Fu,fe Manchu,rep Annual #3 8.00
GIANT SIZE 3 RAn CCy Doc Savage,rep #16 8.00
GIANT SIZE 4 RAn CCy 1 Morbs Magnum,Punisher,rep Annual #2 45.00
GIANT SIZE 5 BAn CCy,+Gerald Ford 6.00
GIANT SIZE 6 rep Annual #4 6.00

AMAZING SPIDER-MAN CLASSIC MILESTONE

MARVEL (1994)
1 reprints #149, meta.lic ink cvr 2.95

AMERICAN FLAGG!

FIRST (1983-1988)
1 HCh 3.00
2 HCh 2.00
31-50 HCh 1.75
SPECIAL 1 HCh 2.75
HOWARD CHAYKIN'S (1988-1989)
1 9 HCh 2.00
10 HCh Elvis photo cover 6.00
11-12 HCh 2.00

AMERICAN FREAK: TALES OF THE UN-MEN

DC COMIC (1994-current)
1-4 VDu 2.00
5 VDu Ozo Crassus's rampage 1.95

AMERICAN SPLENDOR SPECIAL: A STEP OUT OF THE NEST

DARK HORSE (1994)
JZe HPe comic book writer's adventures on "Late Night with Letterman" 2.95

AMERICA'S BEST TV COMICS

ABC (1967)
1 based on 60's cartoons 50.00

ANDREW VACHSS' UNDERGROUND

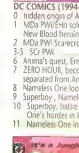
DARK HORSE (1994)
1 anthol'y set's w/comics & prose 3.95
2 "Tunnel of Love", "Memorial" 3.95
3-4 ..... 3.95

ANGELA

IMAGE (1994-current)
CGp NCa mini-series for warrior angel from " Spawn" 2.25

ANIMA

DC COMICS (1994-current)
0 hidden origin of Animus revealed . 1.95
1 MDa PWh Erich solo book for new Blackhand,Batman 1.75
2 MDa PWh Scarecrow 1.75
3-5 SCr PWh 1.75
6 Animal's quest, Eris unleashed. 1.95
7 ZERO HOUR, becomes physically separated from Animus 1.95
8 Nameless One loose on Earth 1.95
9 Superboy ,Nameless One 1.95
10 Superboy, battle against Nemesis One's hordes in Hawaii..... 1.95
11 Nameless One in Hollywood..... 1.95



ANT

DC COMICS (1988-current)
1 CTr CMo BWana Beast 15.00
2 CTr CMo Superman 10.00
3-5 CTr CMo 6.00
6-10 CTr CMo 5.00
11 CTr CMo Pr Animal Man 3.50
12-15 3.50
16-21 CTr CMo 2.50
22 PCu CMo Rip Hunter 2.50
23-26 CTr CMo 2.00
27-28 CTr PMc 2.00
29 CTr PMc Crisis 2.00
30 2.00
31 CTr PMc Animal Man 1.75
32-34 CTr PMc 1.75
35 CTr Kitchen 1.75
36-39 Flesh and Blood (p1-5) 1.75
40 Cook, Spoc parts 6-7 3.50
41-50 SFu DPe 1.75
50-52 SFu DPe 1.95
53 SFu DPe Church of Mixmire 1.95
54 RBr, Dr. Maxine's personal crusade takes off 1.95
55 SFu DPe pilgrimage across US 1.95
56 SFu DPe pilgrimage problems 1.95
57 PSe,DPe Cliff is shot, not enemies 1.95
58 SFu DPe Normal Man promised 1.95
59 SFu DPe pilgrimage ends 1.95
60 FHa JPr new direction begins 1.95
ANNUAL 1 Children's Crusade 5.95
TPB Reprints issues #1-9 19.95

ANTHRO

DC COMICS (1968-1969)
1 10.00
2 6 20.00

AQUAMAN

DC COMICS (1962-1978)
1 NCa BHy 1.Quisp 425.00
2 NCa BHy vs Capt. Sykes 175.00
3 NCa BHy 120.00
4-5 NCa BHy 80.00
6 NCa BHy 80.00
7-10 NCa BHy 60.00
11 1.Metra 60.00
12 NCa BHy 60.00
13-17 NCa BHy 35.00
18 M.Aquaman & Metra,JLA 35.00
19-20 NCa BHy 35.00
21-30 ..... 30.00
31-32 NCa BHy 20.00
33 1.Aquagirl 40.00
34-40 ..... 20.00
41-47 ..... 20.00
48 O.Aquaman 20.00
49 1.Aqua SSk 20.00
50-52 NAd Deadman 24.00
53-63 ..... 20.00

MINI-SERIES (1986)
1 vs Ocean Master 5.00
2-4 Ocean Master 3.00

2ND MINI-SERIES (1989)
1 CSw KGI 3.00
2 CSw KGI 2.00
3-4 CSw KG 1.75
5 CSw KG 1.50
SPECIAL 1 CSw KG 2.00

2ND SERIES (1991-1992)
1 Kno SMc Poseidons war 2.25
2 Kno SMc vs Quimard 1.75
3 Kno SMc 1 Aqua 1.75
4 Kno SMc vs Ishi 1.50
5 Kno SMc M Manhunter 1.50
6 Kno SMc vs Manta 1.50
7 Kno SMc Justice League,B.Mera 1.25
8 Kno SMc Aquaglad,Batman, 1 Nocoderrus 1.25
9-13 ..... 1.50

TIME & TIDE (3RD MINI-SERIES) (1993-1994)
1 KjV PDa new origin story 2.00
2 KjV PDa origin continues 1.75
3 KjV PDa Orm,vs polar bear 1.50
4 KjV PDa O Orem Neptune 1.50

THIRD SERIES (1994-current)
6 MEg PDa battle Tsimer & discovers hidden heritage 1.50
7 MEg PDa teams with Aquaslad against Charybdis 1.50
8 MEg PDa loses hand 1.50
9 MEg PDa clashes w/Superboy; new costume 1.50
10 MEg PDa c.shes w/Lobo 1.50
11 KjV PDa new costume 1.50
6 Inside the Deep Six 3.50

ARCANA

DC COMICS (1993)
ANNUAL 1 Tim Hunter 3.95

ARCHER & ARMSTRONG

VALIANT (1992-1994)
0 BWi RLi 1 Armstrong, 1 BO Archer 12.00
0A Gold logo version 70.00
1 BWi JSh Clash 3 Eternal Warrior 8.00
2 BWi JSh Lunch,ch 11,Furox 4.00
3 BWi killer mutants,..... 6.00
4 BWi ins,n nuns 5.00
5 BWi Armstrong goes home 5.00
6 BWi secret of Arm's pouch rev 5.00
7 AN BWi 4.00
8 1 Hal Tyler-Wild Ker, same as Eternal Warrior #8 ..... 8.50
9 vs the British Isles 2.25
10 Scar 2.50
11 BWi vs L.A. chapter of Secr 2.25
12 BWi return to L.A.,vs Kevin 2.25
13-14 Armstrong teaches Archer facts of life 2.25
15 vs Las vegas 2.25
17 search for Ki Rong's treasure 2.25
18 Archer's new outlook on life 2.50
19 Pamela tries to rescue A & A 2.50
20 Archer pres Night Angels 2.50
21 Archer vs Master Darque 2.50
22 MVo MBo Shadowman,vs MD, w/Valiant Era card 2.50
23 involved n turf war 2.50
24 Archer saves young boy 2.50
25 p1,Eternal Warrior,The Sect 2.50
26 Chaos Effect-Samurai,p4 (same as Eternal Warrior #26) 2.75

ARCHIE COMICS THE PUNISHER

ARCHIE COMICS (1994)
1 The most offbeat team-up yet 2.95

Asst #1. Quesada and Palmiotti kick some Ash as they introduce their new character, a N.Y.C. fireman who develops some strange powers after being badly burned in a fire.

WIZARD PRICE GUIDE

WEB OF SPIDER-MAN

MARVEL (1985-current)

1 CLa Ch vs al en costume . . . 20.00
2 . . . . . 8.00
3 . . . . . 7.00
4 . . . . . 7.00
5 . . . . . 7.00
6 MHa Ch Secret Wars I . . . 7.00
7 . . . . . 7.00
8 Qb DMi I Smithwil e Thunderbolt 7.00
9-10 . . . . . 6.50
11 BMc BMa Peter Parker: Vigilante 6.50
12 SBu POa talks to punks . 6.50
13 MHa POa guest of view . 6.50
14 MHa DMi Black Fox . . . 6.50
15 . . . . . 6.50
16-17 . . . . . 5.00
18 MSr DMi Venom cameo . 6.00
19 . . . . . 5.00
20 MSr DMi IRA 5.00
21-22 . . . . . 5.00
23 TFe DMi vs Slyde 5.00
24 DBs DMi vs Vulture 5.00
25 LLe LLe vs alien Xanja . . . 5.00
26 . . . . . 5.00
27 DSm DZl 1-Headhunter . . . 5.00
28 . . . . . 5.00
29 SGg JOw Wolverine, Hobgoblin, the Rose, sequel to "Spider-Man vs Wolverine" 14.00
30 . . . . . 13.00
31 MZe JOm Kraven's Last Hunt, pt 1, Spidey buried alive 10.00
32 . . . . . 10.00
33 CMn ANo "What's the Matter with Mommy?" pt1 . . . . . 4.50
34 SBu JSh Watcher vs ASir . . . 3.75
35 ASa GCy vs Living Brain, "1 Tarantula" 3.75
36 ASa GCy 1:Tombstone . . . 4.25
37 . . . . . 3.75
38 . . . . . 3.50
39-42 . . . . . 3.75
43 ASa POa Cult of Love pt4, D.The Teacher 3.75
44 . . . . . 3.75
45 ASa ABl vs the Vulture . . . 3.75
46 RHw RHw Dr.Pym vs Nekra . 3.75
47 . . . . . 3.75
48 . . . . . 15.00
49 VHa POa cocaine dealers . . 3.75
50 ASa GCy 1:Outlaws,dbl sz . 4.75
51 MBa CCy Chameleon & Hammerhead alliance 2.75
52 FSp GCy O.Jameson 2.75
53 MBa CCy vs Lobo Brothers . 2.75
54-56 . . . . . 2.75
57 ASa GCy Rocket Racer, vs Stan Head 2.75
58 ASa GCy vs the Grizzly . . . 2.75
59 ASa CCy Titania vs Puma, Cosmic Spidey,Acts/Vengnce . . .8.00
60 ASa GCy vs Goliath, Cosmic Spidey,Acts/Vengnce . . .6.00
61 ASa GCy vs Dragon Man, Cosmic Spidey,Acts/Vengnce . . .6.00
62 ASa CCy vs Molten Man, . . . 5.50
63-64 . . . . . 2.50
65 ASa GCy Goliath,Brothers Grimm, Gravitan,Tiamat,Acts/Vengnce . . .2.50
66-67 . . . . . 2.25
68 ASa GCy vs Tombstone . . . 2.25
69 . . . . . 2.00
70 ADe DMi Spider-Hulk . . . 2.50

WEB OF SPIDER-MAN #1

71 DRo SMr Dominic Fortune, Silver Sable 2.00
72 DRo DMr Dominic Fortune, Silver Sable 2.00
73-76 . . . . . 2.00
77 ASa TKa vs Firebrand . . . 2.00
78 ASa TKa Cloak & Dagger . . 2.00
79 ASa TKa Silver Squad . . . 2.00
80 ASa TKa Black Cat,Silvermane . 2.00
81-82 . . . . . 1.75
83 CMa KBu 1:Hypertron . . . 1.75
84 ASa HMa h.ame of the Rose,p1 1.75
85 ASa HMa p2,Kingpin, Hobgoblin,the Rose 2.00
86 ASa HMa p3,Demonic Hobgoblin vs Human Hobg . 2.00
87 . . . . . 1.50
88 ASa HMa Richard Fisk becomes the new Kingpin 1.50
89 ASa HMa Kingpin II, Blood Rose 1.50
90 hologram cover:hobgoblin . 6.50
90A 2nd print 3.75
91 ASa HMa 1:Whisper,1 Pulse . 1.25
92-99 . . . . . 1.25
100 1 Spider-Armor 2.95
101 ASa TKa Maxim, Carnage,p2 1.25
102 ASa TKa Max, Carnage,p6 . 1.25
103 ASa TKa Max, Carnage,p10 . . 1.25
104-105 ASa TKa Infinity Crusade . 1.25
106 ASa TKa Infinity Crusade, Strong Guy,Friesian, bagged w/Dirt magazine . . . 2.95
106A w/o Dirt magazine . . . 1.25
107 1 Sandstorm 1.25
108 Sandman,vs Sandstorm . . 2.25
109 Night Thrasher 1.25
110 ASa TKa vs Lizard 1.25
111 ASa TKa vs Lizard & Warrant . . 1.25
112 ASa TKa Pursuit,p3 . . . 1.50
113 ASa TKa Gambit,Black Cat, metallic cvr,16-pg book . . . 2.95
113A regular edition 1.50
114 ASa TKa Live and Let Die,p2, Spidey battles Facade 1.50
115 ASa TKa Live and Let Die,p3 . . 1.50
116 ASa TKa Live and Let Die,concl., Is the " mysterious stranger" . . 1.50
117 SBt TKa Power and Responsibility,p1, Spidey meets his clone & they are chal.lenged by Judas Traveller; w/flip book and 2 fold-stamped cvrs . . 2.95
117A regular ed.tion 1.50
118 SBt TKa the Spider-Clone challenges Venom 1.50
119 SBt TKa Clone vs. Venom . . . 1.50
119A same as regular ed., comes bg'd w/Marvel Milestone reprint of A'zing Spider-Man #150; & checklist card wh ch can be used to get other comics 6.45
120 dbl-sz. Web of Life,p1, clone stalked by figure from past; Kaine . . . 2.25
121 Life,p3; Kaine 1.50
ANNUAL 1 . . . . . 6.00
ANNUAL 2 Add N Mutants . . 6.00
ANNUAL 3 ASa DR- Index to Peter Parker's life,friends & foes . . . 4.00
ANNUAL 4 CMn SGe 1:Poison, vs Slug,Evolutionary War . . . 4.50
ANNUAL 5 JSs CCy Fantastic Four,Atlantis Attacks 4.00
ANNUAL 6 GKa GCy Spidey's Tey Adv p3,Run sher'ds Way . 4.00
ANNUAL 7 . . . . . 2.00
ANNUAL 8 . . . . . 2.25
ANNUAL 9 1 The Cadre,bagged w/card 2.95
ANNUAL 10 vs Shriek 2.95

WEREWOLF BY NIGHT

MARVEL (1972-1977)

1 . . . . . 40.00
2 . . . . . 18.00
3-6 . . . . . 11.00
7-12 . . . . . 9.00
13-20 . . . . . 6.00
21-31 . . . . . 5.00
32 DPe DMo 1&O Moon Knight . . .30.00
33 DPe DMo Moon Knight 25.00
34-36 DPe DMo 4.50
37 DPe DMo Moon Knight . . . 8.00
38-43 . . . . . 3.50

WEST COAST AVENGERS

MARVEL (1984)

1 BHl RSt 7.00
2 BHl RSt 4.50
3-4 BHl RSt vs Graviton . . . 4.00
REG. SERIES (1985-1989)
1 AMi SEn vs Ultron 8.50
2 AMi SEn vs Ultron 5.00
3-10 AMi SEn 3.00
11-26 AMi SEn 2.50
27-41 AMi SEn 2.25
42 JBy JBy Vision Quest . . . 4.50
43 JBy JBy Vision Quest . . . 2.25
44 JBy JBy Vision Quest . . . 2.00
45 JBy JBy 1:New Vision . . . 2.25
46 JBy 2.00
ANNUAL 1 Quicksilver 4.00
ANNUAL 2 Quicksilver 3.50
ANNUAL 3 Evolutionary Wars becomes Avengers West Coast

WEHWORKS

IMAGE (1994-current)

1 WPo mini-series 3.50
2 BCo WPo 1.95
2A variant cover 7.00
3 BCo WPo hulk w/Vampire Prince . 1.95
4 WPo mysterious metamorphosis . . .2.50
SOURCEBOOK 1 facts about team . . .2.50

WHAT IF?

MARVEL (1977-1984)

1 ITh Spidey joins F.F 18.00
2 Smart Hulk 10.00
3-5 . . . . . 7.00
6 Fantastic Four 7.00
7 Spider-Man 5.25
8-10 . . . . . 5.25
11 Fantastic Four 5.25
12 Hulk 5.25
13 Future Conan 5.00
14 . . . . . 5.00
15-16 . . . . . 4.50
17 Ghost Rider 9.00
18 Dr. Strange 4.00
19 Spider-Man 4.50
20-26 . . . . . 4.00
27 Phoenix had lived 8.00
28 FMi FMi Daredevil as SHIELD agent 8.00
29 Avengers 4.00
30 Spider-Man's clone 10.00
31 Wolverine kills Hulk 13.00
32-34 . . . . . 3.50
35 FMi FMi Elektra lives . . . 5.00
36-44 . . . . . 3.50
45 Berserk Hulk 3.50
46 Uncle Ben lives 4.00
47 no Thor 3.00

SPECIAL (1988)

1 Iron Man,Tractor 3.00

2ND SERIES (1989-current)

1 heroes lost Evolutionary War . . 6.00
2 CCo Daredevil & Kingpin 3.50
3 D-Captain America 3.00
4 Alien Costume 5.00
5 Evil Vision 3.00
6 Ru X-Men lost Inferno 5.50
7 RLd Wolverine 6.50
8 Armor Wars 2.75
9 X-Men died 4.50
10 Punisher 4.50
11-15 . . . . . 2.75
16 Wolverine vs Conan 6.00

© MARVEL

X-Men #39... Cyclops's grandfather's plane crashes, and he is rescued by a Shi'ar refugee named Adam. Also, Legion discovers that his mission is to unite man and mutant, no matter the cost.

17 Spider-Man ... 2.75
18-21 ... 2.25
22 Rz Silver Surfer ... 4.00
23-34 ... 2.00
35 JPh RTh Time Quake pt.1, Fantastic Five vs Doom ... 2.50
36 pt2,Cosmic Avengers ... 1.50
37-38 ... 1.50
39 GCu RTh pt5,Watcher ... 1.25
40 ... 1.25
41 2.00 cover,Giant-size ... 2.50
42-49 ... 1.25
50 Hulk kills Wolverine,obl sz ... 2.95
51 PCu JVr Punisher becomes Captain America ... 1.75
52-60 ... 1.25
61 Spidey becomes mauvelient ... 1.50
62 Wolverine vs Weapon X ... 1.50
63 Iron Man and the Living Laser ... 1.50
64 Iron Man rdfs out ... 2.00
65 ewt Archangel ... 1.50
66 Rogue possessed Thor's powers ... 1.50
67 Captain America revoved in 1994 ... 1.50
68 conclusion of Capt.America story ... 1.50
69 Stryfe had killed the X-Men ... 1.50
70 Silver Surfer ... 3.50

BEST OF WHAT IF?

TPB reprints ... 12.95

WHAT THE...?!

MARVEL (1988-1992)

1 Marvel spoof ... 4.50
2 JBy JBy Superbman ... 3.00
3-4 ... 2.25
5-7 ... 1.75
8 ... 1.50
9-24 ... 1.25

SUMMER SPECIAL (1993)

1 X-Men parody issue ... 2.50

FALL SPECIAL (1993)

1 Silver Burper ... 2.50

WHITE LIKE SHE

DARK HORSE (1994 current)

1-4 ... 2.95

WILDC.A.T.S

IMAGE (1992-current)

1 JLe RCh 1WilC.A.T's ... 6.00
1A gold cover ... 30.00
1B gold cover,signed ... 75.00
2 W/Image 0 Coupon,1 WetWorks ... 3.50
2A coupon cut out ... 2.50
2B newsstand edition(no prism cvr) ... 3.00
3 JLe RCh ... 3.50
4 JLe ... 3.50
4A w/red foil Wizard card ... 14.00
5 JLe infiltration of Gamemaster, Killer Instinct p1;Judge 2 dbl gate -fold pg1.95
6 JLe Killer Instinct, p1, vs Cyberdata & Cabal ... 1.95
7 JLe Killer Instinct,p1 ... 1.95
8 JLe Heroes on cruise Scott & Jean, Clark & Lois, obl B & Butt-Head ... 1.95
9 JLe Lord Entropy ... 2.50
10 JLe CC1 J.Hardsman ... 2.50
11 JLe CC1 Zealot must free team, 1, 1penetry ... 2.50
11A variant cover ... 9.25
12 JLe CC1 Hardsman ... 2.50
13 JLe CC1 Huntsman ... 2.50
14 Image X book ... 2.50
15 Black Razors track Cabal assassin ... 1.95
16 Sentinel hunts infiltrator ... 2.50
SC reprints #1-4,w/4D ... 9.95
SC reprints #1-4,w/4D ... 49.95
ASHCAN 1 (unsigned) ... 40.00
ASHCAN 1 (autographed) ... 18.00
SOURCEBOOK 1 JLe BCh guide to team ... 2.50
SOURCEBOOK 2 info on new characters ... 2.50

DIRECTOR'S CUT

1 special boxed set of #10-12, wrap,bonus,mat signed & nr'ed ... 75.00

TRILOGY (1993)

1 heroes' personal lives ... 2.50
2 Zealot's terms,secret history of the Coda ... 1.95
3 Zealot vs Artemis, Grifter vs Hughtower ... 1.95

WILDC.A.T.S ADVENTURES

IMAGE (1994-current)

1 based on the animated series ... 1.95
2 Helspont and the Troika ... 1.95
3 team caught in war ... 1.95
4 Voodoo learns secret about past ... 2.50

WILDSTAR: SKY ZERO

IMAGE (1993-current)

1 ... 2.50
1A Gold foil cvr ... 15.00
2-4 ... 1.95
TPB reprints mini-series ... 12.95

WILDSTORM RARITIES

IMAGE (1994-current)

1 reps rare stones from Wildstorm ... 4.95

WILDSTORM SWIMSUIT SPECIAL

IMAGE (1994)

1 characters show off fashions ... 2.95

WILLIAM SHATNER'S TEKWORLD

MARVEL (1992-current)

1-23 ... 1.75
24 ... 1.75

WITCHCRAFT

DC COMICS (1994-current)

1 TKr JBy tales of the 3 Witches ... 2.95
1K/M/J JBy JMc Mildred ... 2.95
3 StY/TKr JBy vengeance ... 2.95

WOLVERINE

MARVEL

LIMITED SERIES (1982)

1 FMc CC1 Logan in Japan ... 30.00
2 FMc CC1 Yukio ... 22.00
3 FMc CC1 Mariko ... 22.00
4 FMc CC1 Dr Sanaguro ... 25.00

REG. SERIES (1988-current)

1 JBu CC1 Sword Quest, 1Wolverine as Patch ... 30.00
2 JBu CC1 p2,Svr Samurai ... 15.00
3 JBu CC1 p3,possessed ... 10.00
4 JBu CC1 1Roughouse, 1Bloodsport ... 10.00
5 JBu CC1 Karma, Jessica Drew ... 1.95
6 JBu CC1 Tyger, Tyger, TMc back cover,Roughouse,Bldsprt ... 8.00
7-8 JBu CC1 Hulk ... 8.00
9 GCo PDa flashback story ... 8.00
10 JBu CC1 first Wolverine vs Sabretooth story ... 32.00
11 JBu PDa Gehenna Stone ... 6.00
12 JBu PDa p2,Vampires ... 6.00
13 JBu PDa p3,1 Ba'al ... 6.00
14 JBu PDa p4,vs Ba'al ... 6.00
15 JBu PDa p5,Prince Baran ... 6.00
16 JBu PDa p6,D'Ba'al ... 6.00
17 JBy AGo Storm,Daredevil, Roughouse,1 Geist ... 6.00
18 JBy AGo Nuke,Roughouse ... 6.00
19 JBy AGo Archy,Vengeance, TigerShark,1 la Bandera ... 5.00
20 JBy AGo Tiger Shark ... 5.00
21 JBy AGo 1 60 Storm ... 5.00
22 JBy AGo vs Spore ... 5.00
23 JBy AGo D Spore, Magneto ... 5.00
24 GCo PDa Snow Queen, Jim Lee cvr ... 5.00
25 JBu DJh Jim Lee cvr ... 4.00
26 Kja DJu D-Bando Saburo, The pin-up ... 4.00
27 JBu DJu Latexus Project, Jim Lee cover ... 4.00
28 BKi DJu p2,Amnesia ... 4.00
29 BKi DJu p3,Master Form ... 4.00
30 Bja DJu p4,Pinocchio ... 4.00
31 MSi JHa 1 Dai-Kumo ... 4.00
32 MSi JHa vs Yakuza, Jean Grey appearance ... 4.00
33 MSi JHa D Dai-kumo ... 4.00
34 MSi JHa 1 Hunter in Darkness ... 4.00
35 MSi JHa Blood & Claws, Puck,Lady Deathstrike ... 4.00
36 MSi JHa p2,Puck, Lady Deathstrike,WWII ... 4.00
37 MSi JHa p3,WWII, Lady Deathstrike ... 3.00
38 MSi JHa Storm, 1 Albert & Elate Dee ... 3.00
39 MSi JHa Storm,Reavers ... 3.00
40 MSi JHa Storm,Forge ... 3.00
41 MSi JHa Cable vs Sabretooth ... 11.00
41A 2nd prnt ... 2.00
42 MSi JHa Cable,Forge, N Fury,Sabretooth ... 6.00
42A 2nd prnt,gold cover ... 2.00
43 MSi JHa Cable, Nick Fury ... 4.00
44 MSi JHa ... 3.00
45 MSi JHa Lady Deathstrike, Hunter/Ninetes ... 3.00
46 MSi JHa Sabretooth,Lady Deathstrike,Hunter/Ninetes ... 3.00
47 MSi JHa ... 3.00
48 MSi JHa Shiva Scenario, Sabretooth Flashback ... 3.00
49 MSi JHa p2,Jean Grey, Prof X, The Professor ... 3.00
50 MSi JHa D Wolverine,X-Men,dbl w/Cable,cat cvr,D The Professor ... 2.00
51 ... 3.00
52 Mystique,Spiral ... 2.50
53 MSi JHa p3,Mystique,Spiral ... 2.50
54 DRb FNd Manlio ... 2.50
55 ... 2.50
56 ... 2.50
57 MSi JHa D Mariko ... 3.00
58 59 ... 2.50
60-62 Sabretooth ... 2.50
63 D Silver Fox ... 2.50
64 ... 2.50
65-69 ... 2.50
70 MTe LHa Rogue,vs Javron, Savage Land ... 2.00
71 DTu LHa truth about Magneto,Rogue ... 2.00
72 DTu LHa Rogue,Jubilee ... 2.00
73 DHu JHa Jubilee ... 2.00
74 Jubilee ... 2.00
75 AKu LHa Fatal Att'ns,p5,Wolve deals w/physical changes,dbl size,wrapar'd cvr w/hologram ... 12.00
76 AKu JHa in Canada,A Flight ... 2.00
77 AKu JHa vs Lady Deathstrike ... 1.95
78 AKu JHa ... 1.95
79 AKu JHa mutation continues ... 1.75
80 AKu JHa vs Cyber,N'crawler ... 1.75
81 AKu JHa search for Akiko ... 1.95
82 AKu JHa Karma,Jessica Drew ... 1.95
83 AKu JHa contents daughter ... 1.95
84 AKu JHa Heather Hudson ... 1.95
85 AKu LHa Final Sanction,p1;ead-n to Generation X,foil-stamped cvr ... 3.50
85A AKu LHa regular cover ... 2.50
86 AKu JHa Bloodstream ... 1.95
87 AKu LHa battles Juggernaut, deluxe edition w/glossy stock ... 1.95
87A reg edition ... 1.50
88 AKu LHa healing factor returns; deluxe edition w/glossy stock ... 1.95
88A reg edition ... 1.50
89 AKu LHa Wolvie decides to rejoin X-Men; deluxe ed, glossy stock ... 1.95
89A regular edition ... 1.50
90 AKu LHa deluxe ed; Wolvie rejoins X-Men & challenges Sabretooth to final battle; w/card ... 1.95
90A reg edition, no card ... 1.50

WOLVERINE BOOKS

MARVEL

ACTS OF VENGEANCE

SC reprints MCP #64-71 ... 6.95

BLOODLUST

1 AOa 1 The Neun ... 1.95

BLOODY CHOICES

SC JBu TDr hub Fury,Bullfrog ... 7.95

EVILUTION

PF ... 9.95

IN GLOBAL JEOPARDY

1 World Wildlife book ... 2.95

INNER FURY

PF ... 5.95

JUNGLE ADVENTURE (1990)

PF, Apocalypse ... 4.50

KILLING

GN KWi Rbr in Texas ... 7.95

RAHNE OF TERRA (1991)

1 AKu PDa Alternate Universe, Cable New Mutants ... 5.95

SAVE THE TIGER

1 rep Marvel C Presents #1-10 ... 29.95

TYPHOID'S KISS

SLi ANo reprints MCP #108-116 ... 6.95

WEAPON X

HC ... 19.95

WOLVERINE/FURY,SCORPIO RISING (1994)

GN Scorpio steals the Cosmic Key ... 5.95

WOLVERINE/PUNISHER: DAMAGING EVIDENCE

MARVEL (1993)

1 GIs CPo Wolv vs Castle ... 2.00
2 GIs CPo Wolv vs Castle ... 2.00
3 GIs CPo vs Sniper & Damage ... 2.00

WOLVERINE SAGA

MARVEL (1989)

1 History of Wolverine ... 5.75
2-3 History of Wolverine ... 5.50
4 History of Wolverine ... 5.00

WONDER MAN

MARVEL

SPECIAL (1986)

1 KGa DMi ... 3.00

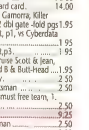
SERIES (1991-current)

1 JBo GvI vs Goliath ... 3.75
2 JLo GCo ... 2.50
3-5 JBo GIo ... 2.00
6 JLo GCo Beast vs Rampage ... 2.00
7 JLo GCo Hulk,Galactic Storm ... 1.50
8 Vision,Galactic Storm ... 1.50
9 JLo GCo Vision,Galactic Storm ... 1.25
10 JLo GCo ... 1.25
11 MPr GCo Angkor ... 1.25
12-24 ... 1.25
25 JLo GCo new costume,Beast, Scarlet Witch,multi-level embossed cover,dbl size ... 2.95
26 new W. Man in Asgard ... 1.25
27 ... 1.25
28 in Asgard ... 1.25
29 ... 1.25
30 Hate Monger in AWC HQ ... 1.25
31 ... 1.25
32-33 ... 1.50
ANNUAL 1 DRb GIo System Bytes ... 1.25
ANNUAL 2 bagged w/card, 1 Hit-Maker ... 2.95

WONDER WOMAN

DC COMICS (1959-1986)

105 O'Wonder Woman ... 260.00
106-107 adventure in space ... 40.00
108-110 ... 30.00
111-114 ... 30.00
115 Angle Man ... 30.00
116-120 ... 30.00
121 ... 20.00
122 1 Wonder Tot ... 20.00
123-126 ... 20.00
127 ... 12.00
128 O Invisible Plane ... 10.00



UNCANNY X-MEN #320... The Legion Quest starts here, as the X-Men try to recapture Legion, only to have four of their number pulled back in time with him, to where he hopes to alter the dream of Charles Xavier.

WIZARD PRICE GUIDE

SPECIAL 1 Operation Cheetah p1, Deathstroke.....1.75

WORLDS COLLIDE

DC COMICS (1994)
1 Worlds Collide,p7,coll's ed.....3.95
1A p7,newsstand edition 2.50

WORLD'S FINEST

DC COMICS (1954-1986)
71 Batman/Superman team-up.....550.00
72-74 .....320.00
75 Superman & Robin 285.00
76 Gotham vs Metropolis 215.00
77 Super-Batman 215.00
78 Superman's ID exposed 215.00
79-81 .....215.00
82 Three Super-Musketeers 165.00
83-87 .....165.00
88 1st Joker-Luthor team-up 165.00
89 Club of Heroes 165.00
90 Super-Batwoman 165.00
91-93 .....120.00
94 Origin retold Superman/Batman 355.00
95 Batman gets super powers 115.00
96-99 .....115.00
100 vs Luthor,Kandor 210.00
101 .....70.00
102 & Tommy Tomorrow 70.00
103-110 .....70.00
111 1 Clock King 55.00
112-123 .....55.00
122 1st 12¢ cover price issue 30.00
123-124 .....25.00
125 B.Aquaman 25.00
126-128 .....25.00
129 Joker and Luthor team up.....35.00
130-141 .....22.00
142 O.Composite Superman 25.00
143-150 .....14.00
151-155 .....11.00
156 1st Bizarro Batman 40.00
157-160 .....10.00
161 80 Pg Giant G 28 .....16.00
162-165 .....8.00
166 Future Joker 15.00
167 Brainiac 8.00
168 vs Composite Superman 8.00
169 .....8.00
170 80 Pg, Giant G-40 .....16.00
171-174 .....7.50
175-176 NAd 11.00
177 vs Luthor and Joker 11.00
178 Superman loses powers 5.00
179 80 Pg. Giant G-52 .....8.00
180-187 .....5.00
188 80 Pg. Giant G-64 .....8.00
189-196 .....4.50
197 80 Pg. Giant G-76 .....8.00
198 DD (Don Superman/ Flash race,p1 .....50.00
199 DD (Don race concludes 50.00
200 DD(M?h held on alien world..7.00
201-204 .....4.00
205 1st 20¢ issue 3.00
206 80 Pg. Giant G-88 .....5.00
207-208 .....3.00
209-222 .....3.00
223-228 DD(BHy 100 pgs 5.00
229-248 .....3.00
249 KSc BHy Supes v.vampire 5.00
250-259 .....3.00
260-263 .....2.00
264-299 .....1.75
300 RAn DR(Pantheon 5.00
301-323 .....1.50

MINI-SERIES (1990)

1 Batman,Superman 6.50
2 Batman,Superman 5.50
3 Batman,Superman 4.75
TPB reprints #1-3 .....19.95

WRATH

MALIBU (1994-current))
1 .....1.95
1A silver foil cover 30.00
2-8 .....1.95
9 .....2.25
GIANT SIZE 1 goes after the Ultra who crippled his father 2.50

X

DARK HORSE (1994-current)
1 DMm SGr solo series,foil logo 2.00
2 .....2.00
6 Will to Power,aftermath 2.00
7 X re-program'd to serve Alamout 2.00
8 Ghost quest-stars.....2.50
9 faces Carmine Fango 2.50
10 The War For Arcadia 2.50

X-ONE SHOT TO THE HEAD

DARK HORSE (1994)
reprints early X appearances 2.50

X-1

DARK HORSE (1994-current)
1 APn JPn young man's struggle in future world gone wild.....3.95

X-1000

DC COMICS (1994-current)
0 TCk DMo m.rs-series for new team1.50
1 TCk DMo battle in crackhouse 1.50
2 TCk DMo the Bestiary 1.50
3 ChIu DMo trapped by the Bestiary, quest starring Superman 1.50
4 ChIu DMo Superman 1.50

X-1999

MIRAGE (1993-current)
1 1:Xenotech,"TopSecret" File cvr, 2 bound-in cards,w/coupon for special limited ed cards.....2.75
2 Enter Overblown 2.75
3 must rescue Chunk from vortex ..2.75

X-1/2

SANCTUARY PRESS (1994-current)
1 adventures of mystical female entity, features pencilling and colorng by the Hildebrandt brothers 3.00
2 stories by various artists,including the Hildebrandt brothers 2.95

X-FACTOR

MARVEL (1986-current)
1 JGu BLa 1 &O.X-Factor, 1-Rusty,1-Cameron Hodge 12.00
2 JGu BLa 1 Tower,1 Artie 6.00
3 JGu BLa Beast de-furred.....6.00
4 KPo BLa 1 Frenzy 6.00
5 JGu BLa 1 Apocalypse (shadow) ..6.50
6 JGu BLa 1 Apocalypse (full) 9.00
7 JBu BLa 1 Glow Worm, Bull,Shells 5.00
8 MSi LSi Freedom Force 4.75
9 TSh LSi Freedom Force.....4.75
10 WSi LSi Marauders, Mutant Massacre 4.75
11 WSi LSi 1-Berserker 4.75
12 MSi LSi 1:Famine(normal form),Vanisher,Boom Boom 4.50
13 WSi LSi Master Mold 4.50
14 WSi LSi Master Mold, Warren loses wings 5.00
15 WSi LSi faked death of Angel 5.00
16 DMa LSi O:Skids 4.50
17 WSi LSi Thor, 1 Rictor 5.00
18 WSi LSi Cyclops vs Marvel Girl,Or.Archangel 5.00
19 WSi LSi Horsemen 5.00
20 JBr LSi X-Terminators 4.25
21 WSi LSi 1:The Right, small Archangel cameo.....5.00
22 SBa LSi The Right, small Archangel cameo.....5.00
23 WSi LSi The Right, 1.Archangel 12.00
24 WSi LSi Fall of the Mutants 1:compiled Archangel 15.00
25 WSi LSi Fall/Mutants, Horsemen,double size 5.00
26 WSi LSi Fall/Mutants, Icewitcape parade 5.00
27 WSi LSi Shop 3.25
28 WSi LSi 1-Infecta 3.50
29 WSi LSi Antibodies,Infecta, Freedom Force 3.25
30 WSi LSi Beast infected 3.25
31-33 WSi LSi.....3.25
34 WSi LSi D-Candy Southern, Hodge decapitated.....4.25
35 TSh LSi Nanny,the Orphan-Maker 3.00
36-37 WSi LSi Inferno 3.00
38 WSi LSi Inferno,X-Men,dbl size,I Cory vs M.Pryor 3.00
39 WSi LSi Inferno 3.00
40 RLd LSi Freedom Force, O.Nanny 8.00
41 AAd LSi 1-Alchemy 3.50
42 AAd LSi Alchemy vs Englund's trolls 3.00
43 AMh LSi Celestials, Judgment War p1.....3.00
44 PSm LSi p2,the Chosen 3.00

X-MEN 2099 #15... Skullfire takes over the team in X-tian's absence. Metalhead regains his mimetic abilities just in time to put down TechnoSpike and leave him at the mercy of the Shadow Dancer.

45 PSm LSi p3,the Arena 3.00
46 PSm LSi p4, Beast captured 3.00
47 Archangel flashback 3.00
48 PSm LSf p5,Celestials 3.00
49 PSm LSf p6,Archangel vs Iceman 3.00
50 RBu LSy p7,dol size, Rfd & TMc cover 4.50
51 TSh LSi Sabretooth, Apocalypse,Caliban 6.00
52 TSh LSi Archangel vs Sabretooth,Caliban 6.00
53 TSh LSi Archangel vs Sabretooth,Caliban 6.00
54 MSi LSi Colossus,1:Crimson . . . 2.00
55 PSi PGa Mesmero 2.00
56 SCa LSi Crimson,1:Ravens 7.75
57-59 . . . . . 7.75
60 JBg LSi Havok vs Cyclops, X-Junction Agenda p3 . . . . . 9.00
60A 2nd print 1.75
61 JBg LSi Wolverine,Cable, X-Junction Agenda p6 . . . . . 8.00
62 JBg LSi Jim Lee cover, X-Junction Agenda p9 . . . . . 8.00
63 WPo LSi Mariko Yamada 10.00
64 WPo LSi Iceman vs Hero 6.75
65 WPo CCI Apocalypse files 6.75
66 WPo CCI O-Ship,FF,Avengers, I Cyclops' daughter,Allies 4.75
67 WPo CCI Inhumans,1:Shinobi, Dr.Sebastian Shaw 5.50
68 WPo CCI Nathan taken into the future 5.00
69 WPo FNi Prof X,X-Men, vs Shadow King 3.25
70 . . . . . 3.00
71 LSt PGa new team 7.00
71A 2nd print 1.25
72 LSt PGa 3.00
73 LSt PGa 2.50
74 LSt PGa Strong Guy vs Slab 2.50
75 LSt PGa 1:Nasty Boys, Mr. Sinister,double size 3.00
76 TRa PGa Hulk Pantheon 2.25
77 LSt PGa MIF 2.25
78 LSt PGa Strykers,MIF 1.75
79 JFe PGa 1:Miss Argosy,Sean Young Catwoman 1.75
80 LSt PGa 1:Hellie's Belles 1.75
81-87 . . . . . 1.25
88 1 Random 2.00
89-90 . . . . . 1.25
91 JQu PGa vs Armageddon 1.25
92 JQu PGa 30th anniv. celebration, Brethren of Magneto storyline, wraparound cvr w/hologram; 1 app. Exodus 3.00
93 StJo "Magneto Protocols" issued by government 2.50
94 JQu Sta Random hired to kill Polaris 2.50
95-97 StJo 1.25
98 StJo JDm Havok vs Random 1.25
99 StJo 1.25
100 SLo dol sz,D:Jamie Madrox, vs Havok,Rfd-emb'd cvr 2.25
100A newsstand ed.,reg cvr 1.75
101 JDr JDm team mounts death of James Marsden's faces guilt 1.25
102 JDr JDm Havok isolates Iceman 1.50
103 JDr JDm vs Maldice in Hawaii 1.50
104 JDr JDm Mr. Sinister makes 1.50
105 JDr JDm death of a villain 1.50
106 JDr TOn Life Sign,p1,Generator,X-tie-in, fb-stamped cvr 2.95
106A JDr TOn regular cover 2.00
107 JKi TDr Blob vs Strong Guy 1.50
108 JKi TDr Mystique, disease eclosion on glossy stock 1.95
108A reg edition 1.50
109 X-Factor & Mystique vs. Legion, deluxe edition, glossy stock 1.95
109A reg edition 1.50
110 Lila Chaney returns to Earth, deluxe edition, glossy stock 1.95
110A regular edition 1.50
111 deluxe ed, glossy stock, w/cd 1.95
111A regular edition, no card 1.50
ANNUAL 1 JBy Inhumans Crimson Dynamo 3.00
ANNUAL 2 TGr JDu Inhumans, Richards 4.00
ANNUAL 3 TSh LSi Evolutionary War 3.50
ANNUAL 4 JBy Atlantis Attacks 3.00

THE STRANGEST SUPER-HEROES OF ALL!
1 SPIDER-MAN
the X-MEN
FIRST ISSUE!
12¢
OF THE EXHILARATING FANTASTIC FOUR STYLE!
X-MEN (1st Series) #1
© Marvel

ANNUAL 5 JBg LSi FF,New Mutants,Days Future Pres 5.00
ANNUAL 6 . . . . . 3.00
ANNUAL 7 JQu FNi Shatter Dimension p1 . . . . . 3.00
ANNUAL 8 1:Chaton,w/card 2.95
ANNUAL 9 Prof X vs Haven *PRISONER OF LOVE (1990)* 2.95
SC Beast 4.95

X-FARCE

ECLIPSE (1992)
1 BHn DCh,X-Force parody 2.50

X-FORCE

MARVEL (1991-current)
1 RLd FNi vs MLf,1:C.W. Bridge, Cable card 6.00
2 Shattered card 4.00
18 Deadpool card 3.25
19 Sunspot card 3.25
20 Team cars 3.75
21 unbagged copy,w/o card 1.75
21 2nd print 1.75
22 RLd FNi vs Deadpool, 1:new Weapon X (Kane) 4.25
3 RLd FNi Spider-Man, vs Juggernaut 4.00
4 RLd FNi Juggernaut,Spider-Man, Blace Tom Cassidy,Deadpool 4.00
5 RLd FNi 1: New Brotherhood of Evil Mutants 3.50
6 RLd FNi vs New Brotherhood 2.75
7 RLd FNi vs New Brotherhood, Kane 2.50
8 RLd MM, FNi O:Cable, 1:Wildpack 3.00
9 RLd FNi D:Masque, Cannonball vs the Highford 2.50
10 MRc RLd Kane vs Stryfe 2.25
11 MRc RLd Deadpool vs Shatterstar,1:real Domino 2.00
12 MRc FNi Gideon,1:Cable 1.75
13 MRc FNi 1.50
14 TSh FNi 1.50
15 CCp FNi 1.50
16-18 CCp FNi 1.50
19-24 CCp FNi 1.25
25 CCp FNi dbl sz,wraparound cvr w/hologram,Cable,Erodus 5.00
26 CCp FNi new MLF leader,Cable 3.30
27-33 . . . . . 3.00
34 FNi secrets about factor's dad 1.50
35 FNi attack on Camp Hayden 1.50
36 FNi FNi Nimrod 1.50
37 ADn FNi Nimrod attacks 1.50
38 TDa FNi Life S gns,p2, Generation X lead-in; fold-stamped cvr 2.95
38A TDa FNi regular cover 2.00
39 TDa FNi Thorn uncovers secrets 1.50
40 TDa FNi new base, deluxe edition on glossy stock 1.95
40A reg edition 1.50
41 TDa FNi Feral's past revealed, deluxe edition on glossy stock 1.95
41A reg edition 1.50
42 TDa FNi deluxe ed, glossy stock 1.95
43A reg edition, no card 1.50
ANNUAL 1 Shattershot p4, O:Shatterstar 2.25
ANNUAL 2 FNi 1:X-treme, polybagged w/card 2.95
ANNUAL 3 MWr FNi 2.95
SABOTAGE (1992)
TPB 6.95

X-MEN

MARVEL (1963-current)
1 JKi Sze 1:&O X-Men, 1:Magneto 3,700.00
2 JKi Sze 1:Vanisher 1,050.00
3 JK Sze 1:Blob 450.00
4 JKi Sze 1:Scarlet Witch,1:Toad, 1:Quicksiver,1:Mastermind 450.00
5 JKi Sze 1:Asteroid Man 275.00
6 JKi Sze Sub Mariner 225.00
7 JKi Sze 1:Cerebro 200.00
8 JKi Sze 1:Ghoul 200.00
9 JKi Sze vs Avengers, 1:Lucifer 175.00
10 JKi Sze 1:Silver Age Ka-Zar, 1:Zabu 175.00
11 JKi Sze 1:Stranger 125.00
12 JKi Sze 0:Professor X, 1&O Juggernaut 220.00
13 JKi Sze Juggernaut, Human Torch 125.00
14 JKi Sze 1:Sentinels 125.00
15 JKi Sze 1:Master Mold 125.00
16 JKi Sze O:Master Mold 100.00
17 JKi Sze Magneto 70.00
18 Ga Sze Magneto 70.00
19 Ga Sze 1&O:Mimic 70.00
20 Wro Ch D:Lucifer, O:Professor X 70.00
21 Ga RTh Lucifer 50.00
22 Ga RTh Count Nefaria 50.00
23 WRo RTh 1:Locust (cameo) 50.00
24 WRo RTh 1:Locust (full app.) 50.00
25 WRo RTh 1:B Tigre 50.00
26 WRo RTh D:Tigre 50.00
27 WRo RTh 1:Mimic 50.00
28 WRo RTh 1:Banshee 40.00
29 WRo RTh Q:Mimic 50.00
30 Sp RTh 1:Warlock 50.00
31 WRo RTh 1:Cobalt Man 40.00
32 WRo RTh Juggernaut 40.00
33 WRo RTh Dr. Strange 40.00
34 DAd RTh Tyrannus 40.00
35 WRo RTh Spider-Man, 1:Mekano (cameo) 65.00
36 RAn RTh 1:Mekano(full) 42.00
37 RAn RTh Factor Three 42.00
38 DHn RTh Bob,Van sher, B X-Men onqnrs series 55.00
39 DHe RTh new costumes 40.00
40 DHe RTh Frankenstein 40.00
41 DHe RTh I Grotesk 40.00
42 DHe RTh D:Changeling impersonating Prof X 40.00
43 GTu RTh Magneto 40.00
44 DHe RTh 1:S. Age Red Raven 40.00
45 DHe GIr Magneto 40.00
46 DHe GIr Juggernaut 40.00
47 Dme GIr Warlock becomes Maha Yogi 40.00
48 DHe Adr 1:Computo 40.00
49 DHe Adr 1:Polaris 42.00
50 JSe ADr Polaris 42.00
51 Ye ADr 1:Erik The Red 40.00
52 DHe ADr Erik The Red 30.00
53 BSm ADr Blastar 40.00
54 BSm ADr 1:B:O:Alex Summers, 1:Pharaoh 50.00
55 DHe RTh O:A.Summers 40.00
56 DHe RTh Pharaoh now called Living Monolith 40.00
57 NAd RTh Sentinels, L:X-Men on prison ships 50.00
58 NAd 1 Alex Summers as Havok 55.00
59 NAd RTh Sentinels 40.00
60 NAd RTh 1:Sauron 45.00
61 NAd RTh Sauron 40.00
62 NAd RTh Magneto, Ka-Zar & Zabu 40.00
63 NAd RTh Magneto, Ka-Zar & Zabu 40.00
64 DHe RTh 1:Sunfire 45.00
65 NAd RTh R:Prof X, ... 40.00
66 StJo RTh last story, X-Men vs Hulk 45.00
67-93 reprints from #1-2,45 . . . . . 20.00
94 DCo Cvr New X-Men series begins 265.00
95 DCo CCI D:Thunderbird 60.00
96 DCo CO I Moira MacTaggert 45.00
97 DCo CCI 1:Lifeline, I Enc the Red,Havok 35.00
98 DCo CCI Sentinels 40.00
99 DCo CCI Sentinels, I-Black Tom Cassidy 45.00
100 DCo CCI Sentinels 40.00
101 DCo CCI I-Phoenix 35.00
102 DCo CCI Juggernaut, O Storm 20.00
103 DCo CCI first time Wolve is called "Logan" 25.00
104 DCo CCI I-Corsair 20.00
105 DCo CCI Enc the Red 20.00
106 DCo CCI Misty Knight 20.00
107 DCo CCI I-Gladiator, I-Starjammers 25.00
108 JBy CCI 1st I. Byrne Issue, Emperor Dr.Mbu 50.00
109 JBy CCI 1-Weapon Alpha 35.00
110 DCo CCI Warlhawk 20.00
111 JBy CCI Mesmero 20.00
112-113 JBy CCI Magneto 20.00
114-115 JBy CCI Sauron 20.00
116 JBy CCI Ka-Zar 20.00
117 JBy CCI Origin retold-Prof X, 1-Amahl Farouk 22.00
118 JBy CCI Sunfire, Moses Magnum 20.00
119 JBy CCI M' Magnum 20.00

X-O MANOWAR #39
X-O Manowar Terrorists launch a stolen Polaris missile which doesn't reach its destination—thanks to Aric—but it does detonate. Randy is held prisoner along with her supposed savior, Ninjak.

WIZARD PRICE GUIDE

120 |By CC1 1.Alpha Flight 13.00
121 |By CC1 Alpha Flight 40.00
122 |By CC1 Or: Colossus
1.Hellfire Club 18.00
123 |By CC1 Spider-Man 15.00
124 |By CC1 Arcade 15.00
125 |By CC1 1.Mutant X 16.00
126 |By CC1 Mutant X now called Proteus ... 15.00
127-128 |By CC1 Proteus ... 15.00
129 |By CC1 1.Kitty Pryde, 1.Sebastian Shaw ... 20.00
130 |By CC1 1.Dazzler ... 18.00
131-132 |By CC1 Hellfire Club 12.00
133 |By CC1 Wolverine invades Hellfire Club... 15.00
134 |By CC1 1.Dark Phoenix ... 12.00
135-136 |By CC1 Dark Phoenix ... 12.00
137 |By CC1 D.D. Phoenix, dbl sz. 16.00
138 |By CC1 Or:Cyclops ... 12.00
139 |By CC1 Wendigo,Wolv's new costume ... 25.00
140 |By CC1 Wendigo, Alpha Flight,Gladiands ... 20.00
141 |By CC1 Future Past p1, 1.Rachel Summers (Phoenix II), 1.Avalanche, ... officially becomes Uncanny X-Men
142 |By CC1 Magneto ... 20.00
143 |By CC1 N'Garai ... 7.00
144 |Ann CC1 Cyclops ... 6.50
145-147 |By CC1 Or: Doom ... 6.50
148 |CC1 Spider-Woman, 1.Caliban, Magneto ... 7.00
149 |DC1 CC1 Magneto ... 6.50
150 |DC1 CC1 Magneto,double sz 8.00
151 |DC1 CC1 Cannibals ... 5.50
152 |DC1 CC1 White Queen ... 3.00
153 |DC1 CC1 fairy tale ... 3.00
154 |DC1 CC1 Juggernaut ... 3.00
155 |DC1 CC1 Starjammers, Deathbird,Blood ... 5.00
156 |DC1 CC1 Or:Scrull ... 3.00
157 |DC1 CC1 Starjammers, Imperial Guard ... 3.00
158 |DC1 CC1 Rogue,Mystique, Carol Danvers ... 6.50
159 |B1c CC1 Deathbird ... 6.00
160 |BAn CC1 vs Belasco, 1.Adult Illyana (Magik) ... 6.00
161 |DC1 CC1 Deathbird, Blood,flashback ... 5.00
162 |DC1 CC1 Blood embryo, Wolverine solo story ... 9.00
163 |DC1 CC1 Blood ... 5.00
164 |DC1 CC1 1.Binary ... 6.00
165 |PSm CC1 Acanth/Storm ... 6.00
166 |PSm CC1 1.cockheed, dbl sze,Blood,O:Acanth ... 6.00
167 |PSm CC1 1.New Mutants ... 5.00
168 |PSm CC1 Serbian Hunters, 1.Madelyne Pryor ... 6.00
169 |PSm CC1 1.Morlocks, 1.Callisto,Angel ... 6.00
170 |PSm CC1 Storm becomes leader of the Morlocks ... 5.00
171 |WSi CC1 Rogue ... 8.00
172 |PSm CC1 Wolverine & Marko engaged ... 6.00
173 |PSM CC1 engagement off, Silver Samurai,Mastermind ... 5.00
174 |PSm CC1 Mastermind, Scott&Madelyne engd. ... 4.50
175 |PSm CC1 dbl sze,Mstrmnd, Scott & Madelyne wed ... 7.00

176 |RJ CC1 Morlocks,squ'd ... 4.50
177 |RJ CC1 Brotherhood of Evil Mutants, Arcade ... 4.50
178 |RJ CC1 Brotherhood ... 4.50
179 |RJ CC1 Kitty & Caliban ... 4.50
180 |RJ CC1 Secret Wars, 1.Cyphor ... 5.00
181 |RJ CC1 1.Wars,Sunfire, Mutant Control Act ... 4.50
182 |RJ CC1 5-1 1.E.L.D., Hellfire Club ... 4.50
183 |RJ CC1 Juggernaut vs Colossus,Selene,Kitty and Peter break up ... 4.50
184 |RJ CC1 1.Forge,Rachel, Psyl A vs selene ... 7.00
185 |RJ CC1 Rogue vs SHIELD, D'ne Wraiths, Storm stripped of her powers ... 4.50
186 |RJ CC1 dbl double size, Dire Wraiths ... 4.50
187 |RJ CC1 Dire Wraiths,1.Naze ... 4.50
188 |RJ CC1 Dire Wraiths, "Future Past" ... 4.50
189 |RJ CC1 Selene becomes Black Queen of H.Club ... 4.50
190 |RJ CC1 vs Kulan Gath ... 4.50
191 |RJ CC1 Kulan Gath, 1.Nimrod,Spider-Man ... 4.50
192 |RJ CC1 vs Mutants ... 4.50
193 |RJ CC1 w/ Warpath, 1.Feralaz, 1.Hellions ... 8.00
194 |RJ CC1 Juggernaut vs Nimrod ... 4.50
195 |RJ CC1 Power Pack ... 4.50
196 |RJ CC1 Magneto, Secret Wars II ... 4.50
197 |RJ CC1 Dr. Doom, Arcade,Mastermind ... 4.50
198 |RJ CC1 ... 4.50
199 |RJ CC1 1.Freedom Force ... 5.00
200 |RJ CC1 double size,Fenris twins,Starjammers,Magneto regains Prof X ... 9.00
201 |RLe CC1 1.Cable (as baby), Cyclops vs Storm, Whole Portacio inks ... 20.00
202 |RJ CC1 Sentinels ... 6.00
203 |RJ CC1 ... 6.00
204 |Br CC1 Nightcrawler & Amanda sphit,Arcade ... 6.00
205 |RSm CC1 Lady Deathstrike 15.00
206 |RJ CC1 Freedom Force ... 6.00
207 |RJ CC1 Wolv vs Phoenix ... 6.00
208 |RJ CC1 Mstrmnd,Caliban, Hellfire Club ... 6.00
209 |RJ CC1 Mstrmnd vs H Club, D.Leland, Spta ... 6.00
210 |RJ CC1 Mutant Massacre ... 20.00
211 |RJ CC1 1 Marauders, Mutant Massacre ... 20.00
212 |CC1 Sabretooth,Mut. M'cre ... 33.00
213 |ADa CC1 Sabretooth Psylocke, Dazzler,Morlocks,Mut M cre ... 33.00
214 |CC ... 5.00
215 |ADa CC1 Longshot,Dazzler, 1 Crimson Commando, 1.Stonewall,1 Silver Sabre ... 5.00
216 |Cu CC1 Crimson Commdo
217 |Cu CC1 Jugmt vs Dzr
218 |CC1 Juggernaut ... 5.00
219 |CC1 Longshot ... 5.00
220 |CC1 ... 5.00
221 |MSi CC1 Sabretooth, Marauders,1 Mr.Sinister ... 10.00
222 |MSi CC1 Wolverine vs Sabretooth,Marauders ... 15.00
223 |CC1 Freedom Force ... 5.00
224 |MS CC1 Storm vs Forge ... 5.00
225 |CC1 Fall Mutants,1 Roma ... 6.50
226 |MSi CC1 Fall Mutants, Forge,Freedom Force ... 6.50
227 |CC1 Fall of the Mutants ... 6.50
228 |RLe CC1 Or 7 Chase ... 5.00
229 |MS CC 1 Reavers, 1 Gateway ... 5.00
230-239 |CC1 ... 5.00
240-241 |CC1 inferno ... 5.00
242 |MSi CC1 inferno,1 Cobin Queen,X-Men vs X-Factor ... 5.00
243 |MSi CC1 Inferno,X-Factor, Mr.Sinister,Sabretooth ... 5.00
244 |MSi CC1 1.Jubilee, 1.M-Squad ... 14.00
245 |RLd CC1 Invasion satire ... 5.00
246 |MSi CC1 Master Mold, Dr.Sharon Kelly ... 4.00
247 |MSi CC1 D.Master Mold, Rogue is lost ... 5.00
248 |Le CC1 D.solution and Reberts, p1 1st Jim Lee X-Men ... 25.00
248A 2nd print ... 1.25
249 |MSi CC1 p2,Polaris, 1.Zaladane,Reavers ... 4.50
250 |MSi CC1 p3,Polaris changes powers,Ka-Zar ... 4.50
251 |MSi CC1 p4,Wolverine crucified,Jubilee,X-Men go through Siege Perilous ... 5.00
252 |RLe CC1 p5,Reavers ... 4.50
253 |SSi CC1 p6,Muir Island, R.Storm,Forge,Magneto ... 4.50
254 |SSi CC1 p7,Reavers, Forge,Legion,Fedrn Frce ... 4.50
255 |SSi CC1 p8,D.Destiny, D.Stonewall,Fedrn Frce ... 4.50
256 |Le CC1 Acts/Vengeance, Mandarin,new Psylocke ... 11.50
257 |Le CC1 Acts,Mandarin, Wolverine vs Psylocke ... 11.00
258 |Le CC1 Acts,Wolverine vs Mandarin ... 13.00
259 |MSi CC1 Colossus vs Genoshans w/ Guido ... 6.00
260 |MSi CC1 Dazzler vs Eric Beast ... 4.50
261 |MSi CC1 1-Hardcase, 1 Harriers ... 4.50
262 |KDw CC1 O-Forge, Jean Grey, Masque ... 4.50
263 |Ba CC1 O-Forge,Jean Grey,Masque ... 4.50
264 |Ba CC1 ... 4.50
265 |Ba CC1 K-Storm, vs the Hounds ... 4.50
266 |MCo CC1 1-Gambit (full), vs the Hounds ... 40.00
267 |Le,WPo CC1 2nd Gambit ... 15.00
268 |Le CC1 Capt. America, Black Widow,Jim Lee now regular artist ... 21.25
269 |Le CC1 Rogue vs Ms Marvel,Reavers ... 8.00
270 |Le CC1 Havoc,Genoshans, X-Tinction Agenda p1 ... 10.50
270A 2nd Print,Gold ... 3.00
271 |Le CC1 Storm mutates, X-Tinction Agenda p4 ... 8.00
272 |Le CC1,Hodge, X-Tinction Agenda p7 ... 8.00
273 |Le,Bj,WPo,MSi,CC1 New Mutants,X-factor ... 7.00
274 |Le CC1 Magneto,SHIELD, Ka-Zar vs Zaladane ... 6.50
275 |Le CC1 dbl size,gatefold cover,X-Men vs Imperial Guard,Xavier-Skrull ... 8.50
275A 2nd Pr,Gold ... 5.50
277 |Le CC1 Starjammers ... 6.00
278 |Le CC1 Pol's ... 6.00
279 |PSm CC1 Muir Island Saga p1,Shadow King, R.Colossus ... 3.50
279 |AKu CC1 p2,Prof. X vs Colossus, R.Reavers vs X-Men ... 3.50
280 |AKu CC1 p4,X-Men & X-Factor vs Shadow King, Xavier crippled ... 3.50
281 |WPo |By new team, 1 Trevor Fitzroy,D.Reavers, D.Wthur Queen,Sentinels ... 10.00
281A 2nd print ... 10.00
282 |WPo |By 1.Bishop (cameo), Fatsy,Mutant mutants, 1.Malcolm & Randall (cameo) ... 12.00
282A 2nd print ... 3.00
283 |WPo |By Bishop (full), 1.Malcolm & Randall (full), Selene,Gamemaster ... 10.00
284 |WPo |By Bishop ... 4.00
285 |WPo |By R.Mikhail, Sunf re ... 3.00
286 |WPo |By R.Mikhail ... 3.00
287 |RJr SKi O&J:Bishop, D.Malcolm & Randall ... 3.00
288 |Bishop ... 3.00
289 |WPo SLo Forge proposes to Storm ... 3.00
290 |WPo SLo Q Forge ... 3.00
291 |TKa SLo Callisto,Morlocks ... 2.00
292-293 |TKa SLo Morlocks ... 2.00
294-296 |RBe SLo X-Cu,rs Song ... 3.00
297-299 |RBe SLo ... 1.50
300 |RJ SLo Holo-grafx foil cvr ... 5.00

YOUNGBLOOD #9... Valentino takes over for this stinker of a story that carries the disclaimer of not conforming to any continuity. So what makes this issue different from any other?

301 [R] Sic Mystique,Forge 1.50
302 [R] Sic vs Upstarts 1.50
303 [R] Sic Hysteria clles 1.50
304 [R] Sic 30th Anniv issue, X-Force, X-Factor,wrap'nd cvr w/h'gram 3.00
305 [R] Sic 1.50
306 [R] Sic Cameron Hodge 1.25
307 [R] Sic Bloodlips,p4 .....1.50
308 [R] Sic (pin pnp) Sc'cond 1.50
309 [R] Sic Xaver's reaction 1.25
310 [R] Sic pre-wedding story, Cable,w/card sheet 3.75
311 [R] Sic Sunfire teams w/ Storm to find Wolv's daughter. 1.25
312 [R] Sic R'Yako.....1.50
313 [M] Sic secret of Phalanx 1.50
314 [R] Sic focus on Iceman 1.50
315 [M] Sic Colossus seeks escape from Avalon 1.50
316 [M] Sic Generation Next,p1; lead, in to Gen X, fold-stamped cvr 2.95
316A [M] Sic reg.s.ar cover 1.50
317 [M] Sic Phalanx; lead in to Gen X, w/prismatic foil-stamped cvr 2.95
317A regular cover edition 1.50
318 [M] Sic Jubilee leaves to join Generation X, deluxe edit on gloss stock, 1 pg 1.95
318A reg edition 1.50
319 RC'Sto Iceman searches for Emma Frost; R.ccigon, de.luxe edition on gloss stock 1.95
319A reg edition 1.50
320 RC'Sto Legion escapes, deluxe edition, gloss stock 1.95
320A regular edition 1.50
321 deluxe edit, gloss stock; X-Men travel back in time to stop Legion; w/card 1.95
321A regular edition, no card 1.50
SPECIAL 7 rep X-Men #9,11 .....40.00
SPECIAL 7 rep X-Men #22,23 .....35.00
SPECIAL 7 rep X-Men #1,Ann. 15.00
ANNUAL 4 [R] Cr'ISKitty Pryde, Dr. Strange 15.00
ANNUAL 5 [R] Cr'ISFF 12.00
ANNUAL 6 [R] Cr'IS Dracula 12.00
ANNUAL 7 [R] Cr'IS Impossible Man,SHIELD, Avengers,Hellfire Club...10.00
ANNUAL 8 [R] Cr'IS New Mutants,fary tale 10.00
ANNUAL 9 [AD] Cr'IS Lolu, Mirage becomes a Valkyrie, Storm now thunder-god 12.00
ANNUAL 10 [AD] Cr'IS I,Longshot, X-Babies, N Mutants vs Mojo 12.00
ANNUAL 11 [AD] Cr'IS Captain Britain I Horde 5.50
ANNUAL 12 [AD] Cr'IS Evolutionary War 5.00
ANNUAL 13 [AD] Cr'IS Atlantis Attacks,Mr. Jpr. .5.50
ANNUAL 14 [R] X-Factor, T.Cambell Gamers).....8.00
ANNUAL 15 .....4.00
ANNUAL 16 [AI] Cr'IS Shattershot p2, Archangel, Bishop 3.00
ANNUAL 17 "Sio 1:X-Cutioner, bagged w/card 9.95
ANNUAL 18 RC'Ellison,vs S'tooth .2.95
GIANT-SIZE 1 DCo LWe 1:new X-Men, 2nd app. of Wolverine 25.00
GIANT-SIZE 2 rep X-Men #57-59 .30.00
ASHCAN 0.75
2ND SERIES (1991-current)
1A [Ce] CO'Storm and Beast cover 2.50
1B [Ce] CO'Colossus and Gambit cover 2.50
1C [Ce] CO'Wolverine and Cyclops cover 2.50
10 [Ce] CO Magneto cover 2.50
11E [Ce] CO'I Archybes,PF 5.00
12 [Ce] CO vs. Magneto 4.00
13 [Ce] Last CO X-Men, D.Magneto & Acrylites.....4.00
14 [Ce By J.Romeo Red,Wolverine back in original costume.....5.00
15 [Ce] Sto R.Longshot,I,Maverick 5.00
16 [Ce] Sto Omega Red,Maverick, Sabretooth's new costume,Mojo, Cliff'dr Sabretooth 4.00
17 [Ce] Sto Omega Red 4.00
18 [Ce] Sto Gambit vs Bishop 4.00
19 [Ce] Sto D'Bellaborna, vs Ghost Rider,Brood 4.00

10 [Ce Sto Longshot,Mojo, Maverick back-up story 4.00
11 [Ce Sto vs Mojo 2.00
12 [Ce] Sto Fin Fang Foom 2.00
13 ATh Fin Hazard 2.00
14 [Ce] Sto R-Cutioner's Song .1.50
17-20 ACb Fin 1.25
21-22 ACb Fin mystery of Betsy Braddock's orig n .1.25
23 ACb Fin Dark Riders 1.25
24 ACb Fin Rogue & Gambit's 1st date 1.25
25 ACb Fin Magneto pulls adamantium out of Wolverine, wraparound cvr w/hologram 8.50
25A Gold cvr edition 50.00
25A Black & White cvr 25.00
26 ACb Fin Bloodlips (X-Men/ Avengers x-over),p2 .....2.00
27 RBe Fin Beast,Iceman search for source of Legacy Virus.....1.25
28 ACb Fin Sabretooth runs wild.....1.25
29 ACb Fin time zones to save team .1.25
30 ACb Fin M.Scott & Jean,several guest stars,w/card sheet 5.00
31 ABi Fin Jubilee's Psycice story .1.25
32 ACb Fin Matsuo,Kwannon 1.50
33 ACb Fin Cambt t's secrets 1.50
34 ACb Fin Beast finds Threnody .1.50
35 ABi Fin 1.50
36 ACb Fin Generation Next,p2, lead-in to Generation X, fol-stam'd cvr .2.95
36A ACb Fin regular cover 1.50
37 ACb Fin Generation Next,conclusion, prismatic foil-stamped cvr 2.95
37A regular cover edition 1.50
38 ACb Fin Psylocke seeks to regain her p'wrs, deluxe ed w/glossy stock.1.95
38A reg edition 1.50
39 ACb Fin Storm, deluxe edition on glossy stock 1.95
39A reg edition 1.50
40 ACb Fin Kitty Pryde need Cable's help, deluxe ed, glossy stock 1.95
40A regular edition 1.50
41 ABi Fin deluxe ed, glossy stock: Legion plans to kill Magneto in the past; w/card 1.95
41A regular edition, no card 1.50
ANNUAL 1 [E Fin] 1 Mojo k, Shattershot p1 .....2.25
ANNUAL 2 ABi Fin I Empyrean, bagged w/card 3.00
ANNUAL 3 Fin Shinobi Shaw wants Storm to be new White Queen.....2.95

X-MEN ADVENTURES

MARVEL (1992-1994)
1 1.Morph 6.00
2 5 .....4.00
6 9 .....3.00
10 AWm Rbk Archangel 3.00
11 AWm Rbk Apocalypse 2.00
12 AWm Rbk Archangel's fate .2.00
13 AWm Rbk 1.50
14-15 AWm Rbk 1.25
SEASON II (1994-current)
1 AWm Rbk Morph returns 1.25
2 AWm Rbk vs Morph 1.25
3 AWm Rbk vs Shadow King 1.25
4 AWm Rbk Colossus 1.50
5 AWm Rbk Weapon X project .1.50
6 JHb Rbk Gambit goes to New Orleans to rescue brother.....1.25
7 JHb Rbk Time Fugitives,p1 .....1.50
8 JHb Rbk Time Fugitives,p2 .....1.25
9 JHb Rbk Rogue's origin 1.50
10 Beauty is the Beast 1.50
11 Mixxo, Longshot 1.50
12 Mr. Sinister in the Savage Land 1.50
13 Mr. Sinister and Morph 1.50
TPB reps. X-Men Adv's #1-4 .....4.95
TPB Vol 2 reps. X-Men Adv's #5-8 .4.95
TPB Vol.3 reps X-Men Adv's stories 5.95

X-MEN: ALPHA

MARVEL (1994-current)
1 trained terrorists harass & mutants explodes; dbl-sz 3.95

X-MEN/ALPHA FLIGHT

MARVEL (1985)
1 PSm CCI Asgard 4.50
2 PSm CCI Asgard,vs Loki 4.00

X-MEN AND THE MICRONAUTS

MARVEL (1984)
1 JCu CCI 3.25
2-4 JCu CCI 3.00

X-MEN BOOKS

MARVEL
ASGARDIAN WARS
TPB Alpha Flight 15.95
DARK PHOENIX SAGA
TPB 12.95
DAYS OF FUTURE PAST [1991]
TPB reprints X-Men #141-142 .4.95
DAYS OF FUTURE PRESENT
TPB 24.95
FATAL ATTRACTIONS [1994]
TPB reprints story arc 17.95
FROM THE ASHES [1990]
TPB rep X-Men #168-176 .....14.95
GREATEST BATTLES OF THE X-MEN [1994]
TPB reprints X-Men stories.....15.95
OFFICIAL INDEX TO THE X-MEN
1 index of X-Men #1-13 .....1.95
2 .....1.95
3 index of X-Men #123-180 .....1.95
PRYDE OF THE X-MEN
GN Animation Special 10.95
SAVAGE LAND
TPB 9.95
SURVIVAL GUIDE TO THE MANSION [1993]
SC w/gatefold foldout.....6.95
X-CUTIONER'S SONG
TPB reps. mini-x-over,foil cvr 24.95
X-MEN AT THE STATE FAIR [1983]
1 Dallas giveaway 25.00
X-MEN / GHOST RIDER
TPB reprints X-Men #8-9,Ghost Rider #28-29 .....6.95
X-TINCTION AGENDA
TPB 19.95

X-MEN CLASSIC

MARVEL (1983-1984)
1 reprints X-Men #57-59 .....4.25
2 reprints X-Men #59-61 .....4.00
3 reprints X-Men #61-62 .....2.75
REG. SERIES (1990-current)
previously Classic X-Men
46-67 reprints X-Men issues 1.75
68-73 reprints 1.50
74-87 reprints 1.25
88 reprints X-Men #184 (1.forge) 1.25
89 reprints X-Men #185 .....1.25
90 reprints X-Men #186,obl sz .1.75
91-96 reprints X-Men #187-192.....1.25
97 reprints X-Men #193,dbl size .1.75
98-99 reprints X-Men #194-195.....1.50
100-103 reps X-Men #196-199 .....1.50
104 reprints X-Men #200, dbl-sz 1.95

X-MEN: THE EARLY YEARS

MARVEL (1994-current)
1-2 reprints X-Men #1-#2 (1st series) 1.50
3 reps X-Men #3 (1st series).....1.50
4 reps X-Men #4 (1st series) 1.50
5 reps 1.50
6 reps X-Men #6 .....1.50
7-9 reps 1.50
10 reps 1.50

X-MEN: GOD LOVES, MAN KILLS

MARVEL
PF reprints graphic novel 6.95

X-MEN SPECTACULAR

MARVEL (1994)
1 mini-series reprinting the first Legion stories, C'dstock cvr, glossy stock paper 2.25
2 mini-series reprinting the first Legion stories, C'dstock cvr, glossy stock paper 2.25
3 mini-series reprinting the first Legion stories, C'dstock cvr, glossy stock paper 2.25
4 last issue; C'dstock cvr, glossy stock paper 2.25

X-MEN SPOTLIGHT: STARJAMMERS

MARVEL (1990)
1 DCo Professor X 4.75
2 DCo Professor X 4.50

X-MEN: THE WEDDING

MARVEL (1993-current)
1 RLi Fin 1:N-Men 2099, foil-stamped cover.....4.00
2 RLi Fin vs vengeful fam fy.....1.50
3 RLi Fin vs Ralpaco 1.75
4 RLi Fin 1.25

5 RLi Fin fall of the Hammer,p3 .....1.25
6 RLi Fin 1.25
7 RLi Fin X/ar'ns Breakdown 1.25
8 RLi Fin 1.50
9 RLi Fin X/ar'ns vs Zhao 1.50
10 RLi Fin vs Lunat ca 1.50
11-13 RLi Fin.....1.50
14 RLi Fin cold returns 1.50
15 RLi Fin Loki transforms into Halloween Jack.....1.50
16 RLi Fin Clitterburn 1.50
17 RLi Fin Theatre of Pain 1.50

X-MEN UNLIMITED

MARVEL (1993-current)
1 Clic Sto X-Men in Antarctica .6.50
2 Clic Sto Magneto's past revealed 7.00
3 FNi vs Sabretooth.....7.00
4 RBe Sto connect'n btw Mystique & Nightcrawler revealed 5.50
5 LSh JPm in Kree Empire 3.95
6 PSm JPm Saurian & Svge land.....3.95
7 JHa HMa Storm's past.....3.95

X-MEN VS AVENGERS

MARVEL (1987)
1 MS, RSi 4.50
2 MS, RSi 4.00
3-4 MS, RSi 3.50

X-MEN VS DRACULA

MARVEL (1993)
1 reprints X-Men Annual #6 .....1.75

X-O MANOWAR

VALIANT (1992-current)
0 prequel to reg. series, chromium double-cover, gold edition.....43.50
1 BVo Fin 1&O,Arc, 1 Ken Christiansen,1:Spider Aliens 31.00
2 SVe JSh vs Spider Aliens .27.00
3 SVe JSh 1:X-Caliber,Harada 20.00
4 MMn Sto Hadaegan 1:Jack Bonifacer (Shadowman) 33.00
5 Bla STn Ale 15.00
6 JOi Bla Ale vs X-O Commando armor,Ax defeated 15.00
7 Unity,vs dinosaurs 8.00
8 Unity,ch1 .....8.00
9 MLe Bla Aric sent to Lost Land of Unity 6.00
10 MLe Bla X-O armor modified .5.00
11 HSi Bla Seed of Destruction saga,p1 .....5.00
12 MLe Bla Solar 5.00
13 MLe Bla Seed saga ends 4.50
14 SVe Bla Eurok 5.00
15A pink logo 15.00
16 BSe Bla Aric vs the mob .3.00
17 .....3.00
18 .....2.25
19 Randy becomes She-God of War.....2.25
20 .....2.25
21 Randy vs Ax 4.00
22 Randy fights her darker side, Aric fights without armor.....2.25
23 Randy's dark side begins to gain C'ntrol,Aric's tribe killed 2.25
24 Aric & Randy have talk.....2.25
25 vs Armorines,w/Armor's #0 .....4.00
26 Ken tries to deal w/depression .2.25
27 The Horror Below,p3 .....2.25

WIZARD PRICE GUIDE

YEAR ONE (1994-current)
1 Rd Kilu Ahhh. the early days.....2.50
2 Rd Kilu first Youngblood team.....2.50
YOUNGBLOOD #1 THE SIGNET EDITION (1994)
Rd special ed. of #1, without wood bullions or sound effects ...12.95

YOUNG ZEN INTERGALACTIC NINJA
EXPRESS /ENTITY (1994)
GIANT SIZE SPCL 1 City of Death ...3.25

EZ TALKING
DC COMICS
SPECIAL (1987)
1 GMr CCy vs Allura 2.25
SERIES (1993)
1 R.Zatanna's mother 1.95
2 new costume..... 1.95
3-4 vs Xanx 1.95

ZEN INTERGALACTIC NINJA
ARCHIE
1-4..... 1.25
ENTITY COMICS/EXPRESS
ALL-NEW COLOR SPECIAL (1993)
0 Tlh Sth chromium cvr by JAL wicoop for chrom'm trading card 3.50
0A newsstand edition JAL cvr.....2.25
THE ALTERNITY SAGA (1994)
1 TPB gold foil stamped cover 6.95
APRIL FOOL'S SPECIAL (1994)
1 parody issue 2.50
THE ART OF ZEN INTERGALACTIC TIC NINJA (1994)
1 25 pinups by various artists 2.95
A FIRE UPON THE EARTH (1994)
TPB repts story arc; foil stmp'd cvr...12.95
MERCENARY BLUES (1994)
1 2nd illust'd Zen novella foil cvr ...2.95
MISTRESS OF CHAOS (1994)
1 first illust'd Zen novella gold cvr ...2.95
PHAEDRA (1994)
1 3rd illust'd novella, gold foil cvr ...2.95
SCORPION MOON (1994)
1 4th illust'd novella, gold foil cvr 2.95
SERIES (1994-current)
1 Tlh vs Lord Constantinous, die-cut chrom'm cvr by Hwg 3.95
1A newsstand edition..... 2.50
2 vs Lord Cont. & Major General Lorenz,bagged w/chrom'm card 3.50
2A standard edition..... 2.50
3 A Fire Upon the Earth,pt.3 2.50
4 Battle Beyond the Ozone,pt.1 2.50
5 vs. Contaminous,on space station 2.50
6 Battle Beyond the Ozone,pt3. ... 2.95
YEARBOOK 1: HAZARDOUS DUTY 2.95
SPRING SPECTACULAR (1994)
1 vs Lord Contaminous,foil cvr.....2.50
SUMMER SPECIAL #1 VIDEO WARRIOR (1994)
1 trapped in vicious video game 2.95

ZERO HOUR: CRISIS IN TIME
DC COMICS (1994)
4 (4-pt. mini-series numbered 4 to 0)
Dlju Crl part 1,temporal anomalies battler DC Universe; Flash "dies" 1.50
3 Dlju Dlr part 2, Justice Society deals with Flash's "death" 1.50
2 Dlju Dlr p3 ..... 1.50
1 Dlju Dlr p4, 30th & 25th centunes are consumed;Pr Crl goes into labor.1.50
0 Dlju Dlr p5,ZERO HOUR concludes with the birth of a new universe; comes w/ timeline and card 1.50
TPB repts #4-0, plus tie in pts "showcase '94 #8-9, ... 9.95

ZORRO
TOPPS (1993-current)
1 MMa DMg new era in Zorro saga, FMi cover 2.50
2 MMa DMg JMi cvr,attacks army compound,teams two secrets 2.50
3 MMa DMg Fi Lady Rawhide 5.00
4 MMa DMg 1: Moonstalker 2.50
5 MMa DMg vs Moonstalker 2.50
6 VRz DMg R Lady Rawhide 2.50
7 MMa DMg Lady Rawhide 2.50
8 MMa DMg trapped in deadly four-way battle 2.50
9 HCo DMg Machete,Lady Rawhide 2.50
10 HCo DMg p2, Lady Rawhide 2.50
11 HCo DMg p3, Lady Rawhide 2.50

WIZARD V.I.P.s & NETWORKERS

Wizard would like to thank the hundreds of retailers who regularly participate in our Retailer Survey Network. With their assistance, we are able to compile highly accurate data for each price guide. (Retailers: for details on becoming a Network member, please contact Bob Marshall at the address below.)

The following persons are known as **WIZARD V.I.P.s.** They are special advisors to the *Wizard* Price Guide staff, and we thank each one of them for their participation, which serves to further increase the accuracy of *Wizard*'s price guide. (Retailers who wish to become V.I.P.s should contact Jon Warren, the Senior Price Guide Editor, at Wizard Press, 151 Wells Ave., Congers, NY 10920-2064.)

Ken Ashley
Heroes Unlimited
14981-D Foothill Blvd
Fontana, CA 92335
(909) 357-9129

Peter Back
Graffik-35
PO Box 805
Westwood, NJ 07675
(201) 340-5255

Mike Bradley
Comics & Cards, Inc.
441 Georgia Highway 53
Calhoun, GA 30701
(706) 625-8527

William Christensen
Comic Cavalcade
502 East John Street
Champaign, IL 61820
(217) 384-3211

John Chrusciski Jr. &
Howard Kocsis
Tragic Comics
313 S. State Rd. #7
Plantation, FL 33317
(305) 587 8878

Ed Layer, Jr.
Dream Factory/Moondog's
1201 Oakton Street, Suite 1
Elk Grove Village, IL 60007
(708) 806-6660

Rich Conley &
James Keene
Heroes & Fantasies
742 Borchester
San Antonio, TX 78216
(210) 341-5567

Keith Contreras
Contreras's Comics
2624 Greene's Lane
Powder Springs, GA 30073

Tim Cottrill
The Bookery
35 North Broad Street
Fairborn, OH 45324
(513) 879-1408

Phil Davis
B & D Comic Shop
802 Elm Ave. SW
Roanoke, VA 24016
(703) 342-6642

Conrad Eschenberg
Dimension Comics &
Original Art
Rt. 1 Box 204-A
Cold Springs, NY 10516
(914) 265-2649

Steve Fiehler
Metropolis
7 West 18th St. 4th Floor
New York City, NY 10011
(212) 627-0691

Chris Fess
Heroes & Dragons
1561 Broad River Road
Columbia, SC 29210
(803) 731-4376

Rick Fraggo
Collectors World
5751 Hollenville Road
Nashville, TN 37211
(615) 333-9458

Dan Gallo & Tom Fish
Frontline Collectibles
579 Warburton Ave. #4
Hast-on-Hud, NY 10706
(914) 478-4676

Alan & Merisha Gieaux
All About Books & Comics
517 E. Cornelback
Phoenix, AZ 85012
(602) 277-0757

Dave Griffith
Book Busters
2150 Northwoods Ave. #F-7
N. Charleston, SC 29406
(803) 569-0836

Frank Hidvig
Legends Comics
5101 Hinkleville Road
Kentucky Dabs Mall
Paducah, KY 42001
(502) 443-7678

Joe Honeycutt
Season Ticket
969 Bridgeport Avenue
Milford, CT 06460
(203) 783-9936

Jason Kolodny
ABC Comics
14786 SW 56th Street
Miami, FL 33185
(305) 383-4322

Sean Linkenbach & Eric Wu
Showcase Collectibles
2880 Holcomb Bridge Rd.
Suite 19
Alpharetta, GA 30202
(404) 594-0778

Robert Lutscher II
Key Comics
P.O. Box 3855
Scottsdale, AZ 85271-3855
(602) 949-8499

Jack Mollette
Mollette's Vintage
Collectibles
P.O. Box 12827
Jackson, MS 39236
(601) 853-2317

Damon McCulloch
Comics & Comics
6135 Sunrise Blvd.
Citrus Heights, CA 95610
(916) 969-0717

Todd McDevitt &
Sam Pistachio
New Dimension Comics
20550 Route 19,
Piazza Plaza
Cranberry Township, PA
16066-7520
(412) 776-0433

Mark Montgomery &
Kevin Sparks
Comics Heritage
3725 Wexford Drive
Martinez, CA 30907

John F. Moore III
Comic Etc.
101 Main Ave. NW
Suite 100
Hickory, NC 28601
(704) 327-4975

Jim Morgan
Grandslam Sportscards &
Comics
5436 Williams Road
Fort Worth, TX 76116
(817) 244-7311

Joel Thingvall
Nostalgia Zone
3149 rr Hennepin Ave. S.
Minneapolis, MN 55408
(612) 645-5950

Nolan Wyatt
Golden Apple
7711 Melrose Ave.
Los Angeles, CA 90046
(213) 658-6047

SHOWS CONVENTIONS

To help connect you with the biggest and best comic book shows and conventions in your area, *Wizard* is still printing all the stuff we used to print in this department. But we've added extra space so you can find out in advance about admission discounts, creator appearances, and other supernear stuff!

These listings are as accurate as we can get 'em, but *Wizard* always recommends phoning ahead before you attend an event—show information sometimes changes after we go to press. With that in mind, it's time for all you comic-hungry hordes to go conventioneering!

ALABAMA

JANUARY 7, HUNTSVILLE
Card, Comic, and Racing Show, Jaycee Community Building, Old Airport Rd.. 35 tables @ $30 each, $1.50 admission, 9am-4pm. Contact: Linda or Clay Pogue @ 615-962-2354 days, 615-469-7227 nights.

CALIFORNIA

TUESDAYS, FRIDAYS, SATURDAYS, SUNDAYS THROUGHOUT JANUARY, WHITTIER
Cardtown USA, 12327 Whittier Blvd at the corner of Penn St., 2 miles east of the 605 Freeway, free admission, Tuesdays & Fridays 5pm-9:30pm, Saturdays & Sundays 11am-6pm. Special members drawing every show, always free parking, occasional guest appearances. Contact: Roger Sparling @ 310-693-1978.

JANUARY 14, SAN MATEO
San Mateo Sports Card & Comic Book Show, Dynley Hotel, 1770 South Amphlett Blvd. (Hwy. 92 @ Hwy. 101), 35 tables @ $50 each, $2 admission, 10am-4pm. Guest: call for info. Contact: Al Jang/Damon Jang @ 415-386-9036.

JANUARY 21, SAN FRANCISCO
San Francisco Sports Card & Comic Book Show, Cathedral Hill Hotel, 1101 Van Ness Ave. @ Geary Blvd., 50 tables @ $50 each, $2 admission, 10am-4pm. Guest: call for info. Contact: Al Jang/Damon Jang @ 415-386-9036.

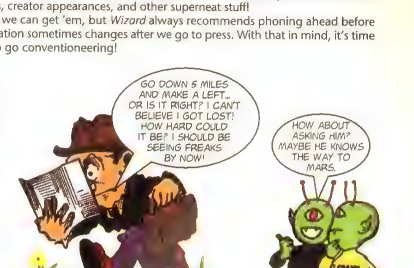
FEBRUARY 24-26, SAN FRANCISCO
Super Comic & Collectibles Expo, Cow Palace, Geneva Ave. & Santos, 150 tables, table fee to be announced, $5 per day admission (3-day pass $12), Friday Noon-8:00pm, Sat. & Sun 10am-6pm. Guests: Whilce Portacio (WetWorks) and other Image creators will appear. SUPER SLAM POGS CONTEST; *Magic: The Gathering* Tournament. Win original Image artwork. Featuring Golden, Silver, and Modern Age books, toys, figures, sportscards, *Magic* cards & POGs. Look in future *Wizard* issues for further details. Contact Bill Lee @ 415-333-8100

CONNECTICUT

JANUARY 28, 29, MILFORD
Baseball Card and Comic Book Mania, Knights of Columbus Hall, 625 Bridgeport Ave., Exit 34 on I-95, left on Route 1, 1/4 mile to show, 60 tables @ $120 each for full weekend, $2 adult admission (children under 10 $1.00), 9:30am-3:30pm each day. $1,000 gift certificate giveaway each day, eight prizes an hour (to be spent at dealers' tables), overnight security will be provided. Contact: Aurelia Wacks @ 203-874-1545.

DELAWARE

JANUARY 21, NEWARK
Small Wonder! Con, Best Western, Newark, I-95 Exit 3 (Dover), next to University Plaza, 30-plus tables @ $50 each ($40 in advance), $3 admission, 10:30am-4:30pm. Items include: comics, sports & non-sports cards, videos, and toys. Guest: to be announced—call 1-800-803-5909 for the latest information after December 26. For more information, contact: Joe Hummel @ 302-456-3055



FLORIDA

MARCH 25, 26, ORLANDO
Florida MEGA-CON, Orlando Expo-Center, 500 West Livingston, Sat. 10am-7pm, Sun. 10am-6pm. Meet your favorite artists and creators! Participate in panel discussions! Great giveaways! Contact: Skyline Promotions @ 407-426-7745.

GEORGIA

JANUARY 6-8, LILBURN/ATLANTA
P.T. Shows Cards and Collectibles Show, Lilburn Crossing Shopping Center at Hwy. 29 & Beaver Ruin Rd., 70 tables @ $65 each, $1 admission daily (children under 6 free), Fri. 4pm-9pm, Sat. 10am-7pm, Sun. 11am-6pm. Contact: David Bradford or Charles Dozetos @ 800-251-5150, or local, 923-5557.

JANUARY 13-15, LILBURN/ATLANTA
P.T. Shows Cards and Collectibles Show, Lilburn Crossing Shopping Center at Hwy 29 & Beaver Ruin Rd., 70 tables @ $65 each, $1 admission daily (children under 6 free), Fri. 4pm-9pm, Sat. 10am-7pm, Sun. 11am-6pm. Contact: David Bradford or Charles Dozetos @ 800-251-5150, or local, 923-5557.

JANUARY 20-22, LILBURN/ATLANTA
P.T. Shows Cards and Collectibles Show, Lilburn Crossing Shopping Center at Hwy 29 & Beaver Ruin Rd., 70 tables @ $65 each, $1 admission daily (children under 6 free), Fri. 4pm-9pm, Sat. 10am-7pm, Sun. 11am-6pm. Contact: David Bradford or Charles Dozetos @ 800-251-5150, or local, 923-5557.

JANUARY 27-29, LILBURN/ATLANTA
P.T. Shows Cards and Collectibles Show, Lilburn Crossing Shopping Center at Hwy 29 & Beaver Ruin Rd., 70 tables @ $65 each, $1 admission daily (children under 6 free), Fri. 4pm-9pm, Sat. 10am-7pm, Sun. 11am-6pm. Contact: David Bradford or Charles Dozetos @ 800-251-5150, or local, 923-5557.

INDIANA

JANUARY 6-8, INDIANAPOLIS
Hoosier Comic Show, East Gate Consumer Mall, 7150 East Washington St., 8-foot tables available @ $70 each for 3 days, free admission, Fri. & Sat. 10am-9pm, Sun. 12pm-4pm. Contact: Rick Garcia @ 317-357-9999

KENTUCKY

JANUARY 14, 15, LOUISVILLE
Comics, Cards, & Music, Ramada Inn, Brownsboro Road (Exit 22, I-264), 40 tables @ $30 each per day, $1 admission, Sat. 10am-6pm, Sun. 10am-4pm. Contact: Wally Ross @ 502-228-9707

MASSACHUSETTS

JANUARY 15, WOBURN
Monthly Comic & Non-Sport Card Show, Ramada Hotel, Exit 35 off of Route 128, 35 tables @ $50 each, $2 adult admission (entrants 16 and under $1, children 5 and under free), 11am-4pm. Prizes, giveaways, and more. Contact: Larry Harrison @ 617-596-3336 or the Ramada Hotel for directions

JANUARY 15, WOBURN
Woburn's Original Show, Howard Johnson Convention Facility, Exit 36 off Route 93, 120 tables @ $40 each, 2 for $75, or 3 for $100, $1 admission, 9am-3pm. 2 big rooms: 1 for cards and 1 for comics—2 shows for one small admission price! Contact: Billy Hedin or Rebecca Drake @ 508-620-7585

JANUARY 22, ROCKLAND
Monthly Comic & Non-Sport Card Show, Ramada

Inn, Exit 14 (Route 228) off of Route 3, 35 tables @ $50 each, $2 adult admission (entrants 16 and under $1, children 5 and under free), 11am-4pm. Prizes, giveaways, and more. Contact: Larry Harrison @ 617-596-3336 or the Ramada Inn at 617-871-0545 for directions.

JANUARY 29, NATICK

Monthly Comic & Non-Sport Card Show, Holiday Inn Crown Plaza, Route 9E off of Route 30, 35 tables @ $50 each, $2 adult admission (entrants 16 and under $1, children 5 and under free), 11am-4pm. Prizes, giveaways, and more. Contact: Larry Harrison @ 617-596-3336 or the Holiday Inn Crown Plaza at 508-653-8800 for directions.

NEW HAMPSHIRE

JANUARY 8, NASHUA

Monthly Comic and Non-Sport Card Show, Holiday Inn, Exit 4 off of Route 3, 35 tables @ $50 each, $2 adult admission (entrants 16 and under $1, children 5 and under free), 11am-4pm. Prizes, giveaways, and more. Contact: Larry Harrison @ 617-596-3336 or the Holiday Inn at 603-888-1551 for directions.

NEW JERSEY

JANUARY 7, WOODBRIDGE

Comic Book Marketplace, The Sheraton Hotel, 515 Rt. 1 South, across from the Woodbridge Mall, 40 tables @ $55 each, $2 admission, 10am-4pm. Guests: Robert Schaeffer (editor), Sebastian Mondrone (writer), and Alex (artist) of *Nova Hunter* from Ryal Comics. Door prizes, including $200 in show cash. Contact: Ron Jordan @ 908-828-5955

JANUARY 8, BORDENTOWN

Comic Book Marketplace, the Days Inn Hotel, Rt. 206 North off Exit 7 of the New Jersey Turnpike, 30 tables @ $55 each, $2 admission, 10am-4pm. Guest: Doug Baron (creator/artist, Sugar Ray Finhead). Door prizes, including $200 in show cash Contact: Ron Jordan @ 908-828-5955

OHIO

FEBRUARY 4, 5, AKRON

Akron-Canton Comic Con, Tadmor Hall, I-77 at Exit 120, 72 tables @ $175 each, $6 admission daily, $10 for both days (children 6 and under are free), Sat. 11am-6pm, Sun. 10am-4pm. Guests: Jeff Albrecht (*Justice League Task Force, X-Men Adventures*), Darryl Banks (*Green Lantern, Legion of Super-Heroes*), Pat Broderick (*Doom 2099, Spider-Man & X-Factor: Shadowgames, Ragman*), Robert Campanella (*Outsiders, Wonder Woman*), Jim Duursema (*X-Factor, Hawkman, Hulk*), Martin Egeland (*Aquaman, Freex*), Gene Ha (*Adventures of Cyclops & Phoenix, X-Men Annual #3, The Night Man*), Cully Hamner (*Green Lantern, Firearm*), Kyle Hotz (*Cloud Riders 2099, The Night Man*), Rick Magyar—Sat. only (*Frankenstein, Lone Ranger and Tonto*), Tom Mandrake (*Spectre, Batman*), Ron Marz (*Green Lantern, StormWatch, Silver Surfer*), Rick Mays (*Hornad, New Titans #112 and #114*), Eddy Newell (*Black Lightning, Superman Man of Steel Ann. #2*), Paul Pelletier (*Outsiders, X-Force, Hulk*), Karl Story (*Legionnaires, New Titans #114*), William Tucci—tentative (*Sh), Sal Velluto (*Justice League Task Force, X-O Manowar*). Contact Jeff Harper @ 216-499-6056

OREGON

JANUARY 7-9, BEAVERTON

Beaverton Mall Card/Comic Show #3, Beaverton Mall, 3275 S.W. Cedar Hills Blvd., 60 tables @ $110 each for 3 days, $90 each for Sat. & Sun., free admission, Fri. 10am-9pm, Sat. 10am-7pm, Sun. 11am-5pm. Contact: Dewey Tucker @ 503-526-9655

PENNSYLVANIA

JANUARY 7, LANGHORNE

Comics & Cards, Sheraton Bucks County, 400 Oxford Valley Road, 55 tables @ $40 each, $1 admission, 9am-3pm. Contact: Greg Petrino @ 215-968-8577

JANUARY 14, 15, CHADDS FORD

Defense Con '95, Ramada Inn, on Routes 202 & 1 at 1110 Baltimore Pike, 50 tables @ $350 each, $8 $50 1 day, $15 2-day admission, Sat. 11am-7pm, Sun. 10am-6pm Guests: Chris Allan (*Teenage Mutant Ninja Turtles Adv.*), Caesar & Buzz (*Vengeance of Vampirella*), Chris Batista (*Steel*), Charles Barrett III (*Star Trek: T.N.G. — Shadowheart*), Colleen Doran (*A Distant Soil*), Rick Leonardi (*Spider-Man 2099*), Steve Lieber (*Howkman*), Larry Mahlstedt (*Amazing Spider-Man*), Doug Mesnitt (*Batman*), Joe Monks (*Cry For Dawn*), Gray Morrow (*Power Rangers*, "Homicide" stories in *Dark Horse Presents*), Kurt Schaffenberger (*Superman, Lois Lane*), Don Simpson (*Megaton Man*), Howard Simpson (*Tuna, Dinosaur Hunter*), Louis Small Jr (*Vampirella*), John Stansman (*Bloodstrike*), Lee Weeks (*Gambit*), Michael Bair (*Sh, Unity: The Lost Chapter*), some surprise guests from *Wizards* of the Coast, and many more. Contact: Ron Jordan @ 908 828-5955

TENNESSEE

JANUARY 14, CHATTANOOGA

Card, Comic, and Racing Show, Days Inn, I-75 East Ridge Exit, 35 tables @ $45 each, $1.50 admission, 9am-4pm. Contact: Linda or Clay Pogue @ 615-962-2354 days, 615-469-7227 nights

TEXAS

JANUARY 8, BEAUMONT

Comic and Card Show, Holiday Inn, Beaumont Plaza, I-10W @ Walden Road, 30 tables @ $30 each, $1 admission, 10am-4pm. Door prizes and *Magic: The Gathering* cards. Contact: Richard Lim @ 713-449-8511.

JANUARY 8, HOUSTON

Card and Comic Show, Holiday Inn, I-10 & Silber, 7611 Katy Freeway, Exit Silber, 40 tables @ $65 each, $2 admission, 10am-5pm. Door prize drawings every 30 minutes. Free pack of Marvel comic cards with this ad and paid admission Contact Mark Hlavinka @ 713-293-8676

JANUARY 8, HOUSTON

Comic, Card & Toy Show, Travelodge Hotel, Greenway Plaza, 2828 Southwest Freeway, Exit Kirby Drive, 40 tables @ $50 each, free admission and parking, 10am-5pm. First 100 entrants over age 8 and prior to 10:30am will receive a door prize worth $10. $25 show spending sprees every 30 minutes, with a great grand prize. Contact Mark A. Racey @ 713-479-6477.

JANUARY 14, AUSTIN

Card and Comic Show, Embassy Suites Hotel, 5901 North I-H35, 34 tables @ $55 each or 2 for $100, $1.50 admission, 10am-5pm. Door prize drawings every 30 minutes for cards & comics. Free pack of comic cards with this ad and paid admission Contact: Mark Hlavinka @ 713-293-8676.

JANUARY 14, 15, SAN ANTONIO

Comic & Card Show, Embassy Suites Hotel, 7750 Bridge, 40 tables @ $40 each, $1 admission, Sat. 9:30am-3:30pm, Sun. 10am-4pm. Door prizes and *Magic: The Gathering* cards. Contact: Richard Lim @ 713-449-8511

JANUARY 15, HOUSTON

Card and Comic Show, Holiday Inn Southwest, 11160 S.W. Freeway, 59 South, at Beltway 8, 35 tables @ $65 each, $2.00 admission, time TBA. Door prize drawings every 30 minutes for cards and comics Free pack of Marvel comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676.

JANUARY 22, HOUSTON

Comic, Card & Toy Show, Travelodge Hotel, Greenway Plaza, 2828 Southwest Freeway, Exit Kirby Drive, 40 tables @ $50 each, free admission and parking, 10am-5pm. First 100 entrants over age 8 and prior to 10:30am will receive a door prize worth $10. $25 show spending sprees every 30 minutes with a great grand prize Contact: Mark A. Racey @ 713-479-6477.

JANUARY 22, HOUSTON

Comic Carnival '95, Hobby Holiday Inn, 9600 Gulf Freeway, I-45 South (Exit College Airport), 60 tables @ $60 each, $3 admission (children under 7 $1 00), 10:30am-5pm. Guests to be announced. Tons of comics, non-sports cards, and *Magic* cards. Contact: D Jennings for more information (24-hour hotline): 713-335-SHOW (7469).

JANUARY 22, SAN ANTONIO

Card and Comic Show, Wyndham Hotel (I-10 & Wurzbach), 40 tables @ $55 each or 2 for $100, $1 admission, 10am-5pm. Door prize drawings every 30 minutes. Free pack of comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676

JANUARY 22, SAN ANTONIO

In-Store Appearance, Card & Comic Depot, 451 Bandera Road Suite #1, 10am-12:30pm. Guests. Extreme's Stephen Platt, Chap Yaep, Jonathan Sibal, and Mario Alquaza, on the Extreme Super Tour. For more information, contact Mark Cano @ 210-433-1752.

JANUARY 28, 29, HOUSTON

Card and Comic Convention, Holiday Inn Northwest, 14996 N.W. Freeway, Highway 290 Exit West Little York, 35 tables @ $125 each, $2 admission, 10am-5pm (both days). Door prize drawings every 30 minutes Free pack of Marvel comic cards with this ad and paid admission. Contact: Mark Hlavinka @ 713-293-8676

JANUARY 29, AUSTIN

Card and Comic Show, Embassy Suites Hotel, 5901 North I-H35, 34 tables @ $55 each or 2 for $100, $1.50 admission, 9am-4pm. Door prize drawings every 30 minutes for cards and comics. Free pack of comic cards with this ad & paid admission. Contact: Mark Hlavinka @ 713-293-8676

FEBRUARY 5, HOUSTON

The Dark Side of the Moon Comic Book Convention, Sheraton Grand Hotel, 2525 West Loop South (Galleria area), 45 tables @ $60 each, $2 50 admission, 10am-10pm Comic book auction, X-Men Marathon, free video games, art contest, free first issue Image comic book to the first 100 paid attendees, door prizes every half hour, cartoon and movie screenings all day. Contact: Jason Ginsburg @ 713-666-1356.

VIRGINIA

JANUARY 7, TYSONS CORNER/FALLS CHURCH

Comic Book & Trading Card Show, Ramada Hotel, 7801 Leesburg Pike (Falls Church), 80 tables @ $65 each, $2 admission, 10am-4pm Contact: Jeff Rocen @ 703-503-5834.

If you'd like to use *Wizard's* magic to help advertise your comic book event, call Karen Evora at (914) 268-3907.

Strike Two

by Todd McFarlane

As most of you are aware, both Major League Baseball and the National Hockey League are on strike as of this writing. Though hockey hasn't proven as popular as baseball in America, I can tell you that it is the hockey strike that's killing me 10 times worse than baseball's. Baseball is a sport that I grew up with and continue to play today; I love playing the game, but I'm not much for watching it. Hockey is a sport I watch, since I don't know how to skate due to my growing up in California. So, I must admit it is extremely frustrating to me that I can't watch it; with baseball, I can just go out to a field and play it.

One of the issues with the hockey strike, in general, is that management is saying that players' salaries are escalating to the point where the franchise is not making any profit. As a person who's been on both sides of the negotiating table—as a worker and a business owner—I can tell you right now that the rising cost of players' salaries is only derived from management, whether it be in the form of a general manager or the president or owners.

As a type of manager, myself, in Image Comics, any one of my employees can come to my office and ask me for a raise any time, it is not necessary for me to actually give them that raise. It doesn't surprise me, then, that players are asking for $100 million contracts in the National Basketball Association—let them ask for whatever they want. What stuns me is that management is actually *giving in* to paying $70 to $80 million contracts. If the people who own these teams are supposed to be shrewd businessmen, then I fear for their other businesses, because the way to make a profit in that type of business is to selectively look at each player and see whether they're worth the value the players say they are.

On a smaller everyday scale, if I have a car that breaks down, I'll phone around town to see which mechanic could do the best job to fix the car at the best price. If one mechanic wants $40 an hour and another $20, yet both can do the same job with equal quality, then, with rare exceptions, I'll go with the $20-an-hour mechanic.

In hockey, baseball, or any other sport, it has been the management that has OKed every single salary contract. Now that the prices have gotten high without making a profit, management now wants to place the burden onto their employees, i.e. the players, by placing a limit on salaries.

One of the proposals brought up in the hockey (and baseball, for that matter) strike that will just not work in North America is revenue sharing. It can't exist, because in a free capitalist society, one cannot reward someone who is not doing a good job. For instance, in hockey, the Winnepeg Jets—a small-market team—isn't doing great and is projected to lose between $6 and $8 million dollars. What the Jets are trying to do is cut costs by cutting players' salaries. Revenue sharing would keep teams like this afloat with money made by another more successful team, because there are a lot of factors that can determine why a team is not making money.

It can be that: A) players are overpaid, which is a reason that management will go for; B) a team has too many executives in its company that are overpaid; C) a team has bad player scouts that "discover" bad talent, securing a team's dismal future; D) a team has bad public relations people who aren't exciting fans and bringing them into the arena to watch the games; or E) the team's management isn't doing its job, which trickles down to the playing field, meaning fans won't come to see the games.

In terms of spreading the wealth at Image, if one creator's book sells more than another's, that doesn't mean that the guy who's selling more should help out the guy who's selling less. Maybe the guy who's selling more is doing a better job than the other guy.

If you're a bad businessman—and this goes for any business, whether it be baseball or comics—why should everyone else in the company pay for you being a bad businessman? If you can't make a profit, then get out of the business.

In my mind, management is 90 percent at fault for what's happened with baseball and hockey. It is management who determines the fair market value of any player. When I worked for Marvel Comics and I asked for a raise, the company based my worth amongst everyone else who worked for them, therefore determining my fair market value. So, if a player is making $10 million a year, it is because management has determined that that's what he's worth.

Now, the average Joe would say, "He's making $10 million, and should be content with that," but I think that people are missing the point that money doesn't override everything. If you are at a job where you are doing a better job than the guy sitting next to you, and that guy is paid more than you, then you would feel infuriated, too.

I'd love to own a hockey team right now. If I didn't want to pay a player a high salary, I'd trade him for a couple of good, seasoned vets. Would I have a lot of turnaround? Sure, but I'd have a lot of young players who are hungry and want to play the game.

The players can always ask for more, but management can always say one thing: "No thanks, we'll find somebody else."

I wish hockey's management would get its act together so that I could see some hockey. ☆

Todd McFarlane is a co-founder of Image Comics, and is the writer and artist of Spawn.

Any industry professional who wishes to respond to the information or opinions stated here should write to: E.G.O., 151 Wells Ave., Congers, NY 10920-2064.

*EVERYONE'S GOT OPINIONS

The opinions expressed in this column are not necessarily those of *Wizard: The Guide to Comics*, its editorial staff, or Image Comics.

Wizard Bullpen

SEARCH & DESTROY!

Seeing as how the softball season is over, and we can't bowl to save our lives (as a side note, the *Wizard* bowling team was so pathetic that we're having trouble lining up a rematch in any sport. Yeesh.), a bunch of rough 'n' ready Wizard Pressers (Pressers?) got together and headed up to the mountains for some paintball! (That being the game where everyone gets air-powered guns that shoot paint projectiles and spend their time hunting each other down.) So who won? *Wizard* Editor-in-Chief **Pat McCallum**, Art Director **Matt Tierney**, "Sgt. Furious" Tierney, *Sportslook* Art Director **Brad Fountain**, Designer **Steve Blackwell**, *E.R.* Senior Editor **Mike Searle**, Art Director **Robin Romao**, Wizard Press Production Director **Doug Goldstein**, Computer Specialist **Ben Tadd**, and a bunch of good friends masked up and went huntin'. Game highlights included **Pat McCallum** climbing down a 40-foot cliff in an attempt to catch **Matt Tierney** unawares (only to be out of CO^2 when he reached the bottom. Nyah-hah), **Steve Blackwell** getting shot in the noggin in back-to-back games (ouch!), and **Mike Searle** with the all-or-nothing mad dash, capturing the enemy's flag, and notching the final win of the day!

A Pizza Hut feast rounded out the day, and a wild time was had by all.

DECAF PLEASE

After last month's leviathan-esque Year-End issue of *Wizard*, all's as here at Wizard Press HQ took some serious R & R. Here're some useful relaxing tips from the occasionally twitchy *Wizard* staff:

Brian Cunningham, *Editor:* "I take a deep breath or play with a yo-yo."

Mike Fasolo, *Research Editor:* "I don't let stress enter my life."

Doug Goldstein, *Production Director:* "I play with my cats."

Andrew Kardon, *Copy Editor:* "I pop on an old Twisted Sister album and bang my head against the wall until consciousness is lost."

Bob Marshall, *Editorial Assistant:* "I suck the blood out of all the people who piss me off."

Pat McCallum, *Editor-in-Chief:* "Enjoy a good video game (Super Metroid), read a good book (*Salem's Lot*), or go out with friends."

David Prager, *Editorial Assistant:* "Play video games."

Arlene So, *Design Assistant:* "I go mall hopping."

Matt Tierney, *Art Director:* "Mountain biking."

Marc Wilkotsky, *Contributing Editor:* "Listening to country music."

WHO ARE YOU?

David Prager
Editorial Assistant, *Wizard: The Guide To Comics*

What is it you do at *Wizard*?
I produce the Card Price Guide, compile the Top Ten and Top 100 lists, and create all Comic Book Price Guide surveys, and I am the official *Wizard* illustrator. I'm also called upon for strange noises, and room decorations and mutilations.

Your favorite sections in *Wizard*?
CBIQ and the If You Missed listings.

What is the one thing you like most about your job?
Where else can you read comics, collect cards, and draw all day, and get paid for it?

Last good movie you saw?
Pulp Fiction.

Last good book you read?
It's a toss-up: *Illusions*, by Richard Bach, *The Too of Pooh*, by Benjamin Hoff, or *The Scarpia Illusion*, by Robert Ludlum.

What would your biography be called?
A Little Short for a Stormtrooper.

Favorite TV show?
The Simpsons. I am a Simpsons slave—I haven't missed an episode.

Favorite icons of pop culture?
William Shatner (Dammit, it's his real hair!)...and Marc Wilkotsky

Who would play you in a movie?
Neil Carter. Actually, Gareb Shamus—we supposedly look alike—or Josh Saviano (Paul, from *The Wonder Years*), older and 35 pounds heavier.

Actress with whom you'd like to star in a film?
Uma Thurman (Yowza!) Or the Olsen twins—they would have to die, of course

Favorite comic right now?
Bone—love Smith's artwork and storytelling. The man's a genius.

What superpower would you want, and why?
I had the power of flight for a while, but it left me, and it wasn't all it was cracked up to be. I'd like to have really bendy thumbs, and the ability to shoot laser beats out of my navel.

ILLUSTRATION BY DAVID PRAGER (INSET)

Wizard's Top 10 New Year's Resolutions:

10. Free O.J.

9. Fess up to the fact that we're single-handedly responsible for everything that's bad about the comic book industry.

8. Get more X-Men and Image characters on our cover.

7. Get the mysterious White Ranger on our side.

6. Eat more brains...er, bran.

5. *Really* start rogging on the Spider-Clone.

4. Finish helipad.

3. Drink five, no, six cups of strawberry milk a day.

2. Alienate our last three female readers by continuing to use the words "babe," "chick," and "tomato."

1. Two words: courtesy flush.

COLLECTOR'S SPORTSLOOK #15

So you're lying there on the couch with your hands in your pockets, watching football. You see the Cowboys' QB Troy Aikman go down. "What a wimp," you say. "That guy always gets injured." Then the dreams begin. You, the main man, leading "America's Team" to the promised land. Money. Fame. Chicks. It's a dream most kids have, but little Bobby Warner has taken it to the extreme—he actually thinks he's Troy Aikman. Read all about it in the February issue of *Collector's Sportslook*. This issue also has **an exclusive Upper Deck Super Bowl card offer**, three awesome contests, and a guy named Jim (McLoughlin, that is!). **$3.95**

IN QUEST

Wizard Press presents a special publication, *In Quest*, focusing on the hot new market of collectible trading card games. This special sports an enchanting original cover by renowned artist **Anson Maddocks**, along with your chance to win the original artwork. You'll also find in-depth interviews with *Magic: The Gathering* creator, **Richard Garfield**, as well as other top designers. Other features include a look ahead at upcoming card sets: fantasy, sport, and entertainment; and an **extensive checklist and price guide** to show how much your cards are worth. Each issue includes its very own **Wizard Press trading card**. Join the quest this January! **$2.95**

WIZARD: THE GUIDE TO COMICS VOLUME ONE, FORTY TWO (42), FEBRUARY 1995.
PLEASE DIRECT ALL INQUIRIES CONCERNING EDITORIAL INFORMATION TO WIZARD EDITORIAL DEPT., 151 WELLS AVENUE, CONGERS, NY 10920-2004 (28 FAX (914) 268-0053). PLEASE DIRECT ALL INQUIRIES CONCERNING SUBSCRIPTION INFORMATION TO WIZARD SUBSCRIPTION DEPT., 151 WELLS AVENUE, CONGERS, NY 10920-2004. ONE-YEAR SUBSCRIPTION RATE IS $24.95 CANADA AND MEXICO $48.90 AND ALL OTHER COUNTRIES $69.95. ALL PAYMENTS IN U.S. FUNDS ONLY.
ANY STATEMENTS MADE, EXPRESSED OR IMPLIED IN **WIZARD: THE GUIDE TO COMICS** ARE SOLELY THOSE OF COLUMNISTS OR PERSONS BEING INTERVIEWED AND DO NOT REPRESENT THE EDITORIAL POSITION OF THE PUBLISHER. WIZARD DOES NOT ACCEPT RESPONSIBILITY FOR SUCH STATEMENTS. ALL ARTWORK IS TRADEMARK AND © OF THEIR RESPECTIVE OWNERS.
WIZARD: THE GUIDE TO COMICS (ISSN - 06-5489) IS PUBLISHED MONTHLY FOR $24.95 PER YEAR BY GAREB SHAMUS ENTERPRISES INC. D.B.A. WIZARD PRESS, 151 WELLS AVENUE, CONGERS, NY 10920-2004. SECOND-CLASS POSTAGE PAID AT SPRING VALLEY, NY AND ADDITIONAL MAILING OFFICES. **POSTMASTER:** SEND ADDRESS CHANGES TO: **WIZARD: THE GUIDE TO COMICS** 151 WELLS AVENUE, CONGERS, NY 10920-2004.
ENTIRE CONTENTS © 1994 GAREB SHAMUS ENTERPRISES INC. THE WIZARD LOGO IS PROTECTED THROUGH TRADE MARK REGISTRATION IN THE UNITED STATES OF AMERICA. PUBLICATION INFORMATION ANY NOT BE REPRODUCED IN PART OR WHOLE IN ANY FORM WITHOUT PRIOR WRITTEN PERMISSION OF WIZARD PRESS AND GAREB SHAMUS.

M A D E I N T H E U . S . A .

Rip into it!

- Jammin' WarBlade/Ripclaw cover!
- Smokin' Flash & Impulse poster by Mike Wieringo!
- Surprise mini-comic! (Oooohh...)

And...

The debut of John Byrne's new art column!

The future of *WildC.A.T.s*!

Why love sucks in comics!

WIZARD®

#43

ON SALE IN FEBRUARY

Wizard and the *Wizard* logotype is a registered trademark of Wizard Press. All characters ™ & © Top Cow Productions Inc.

WIZARD Profile

Here's looking at...DIANA SCHUTZ

One wonders if the smile that's always on the face of Diana Schutz is really one of bliss, and not one hiding the enormous stress that comes with being Dark Horse Comics's editor-in-chief. Regardless, the 39-year-old Montreal, Canada native is upbeat about the industry and her current role at Dark Horse.

A reader of comics as a child, Schutz got reacquainted with the genre thanks to the popularity of Steve Gerber's Howard the Duck character in the mid-'70s, when she attended graduate school at Canada's University of British Columbia. As a result of this "reunion" with comics, she dropped out of graduate school to work at a local comic store in 1978, where she worked for the next six years. At around the same time of working retail, she wrote articles for various fan periodicals like *Amazing Heroes*, *The Comics Journal*, and *Comics Buyer's Guide*.

Photo Courtesy of Dark Horse Comics

Her first comic book editorial post began in 1985 as a Marvel Comics assistant editor, which lasted "for exactly one week," she laughs. "It was a big corporation, and I guess I wasn't quite ready for that."

It was then that she moved to a smaller publisher in the form of Comico, which published books like Bill Willingham's *Elementals* and Matt Wagner's *Grendel*; the latter of which Schutz got involved with early on in its history in '85, earning her a solid reputation for being a creator's editor. She remained a staff editor until 1989, when she went freelance as an editor, and Comico remained one of her clients until the company filed bankruptcy in 1990.

Schutz relocated to the Oregon-based Dark Horse Comics that same year, as an editor of various titles, including a few of its licensed Aliens and Predator books. Recently, after completing a masters degree in communications studies from the local University of Portland, she became its editor-in-chief, having a hand in all of the publisher's wide array of genres. She stresses that she will continue to have a strong hand in overseeing the Grendel corner of Dark Horse with *Grendel Tales*, 1995's *Batman/Grendel II*, and various reprint trade paperbacks.

Schutz's first order of business was to consolidate Dark Horse's lines of books into four groups—creator-owned books, company-owned books, Legend books, and licensed books—to be headed up by four editors whom she will help manage and troubleshoot their books. "I prefer to give the editors as much autonomy as possible, but by reading books that we're doing well in advance of publication, I hope to guide them if they need help."

But Schutz puts the creator first. "Dark Horse was founded on the principle of being creator-friendly, and that's something I hope to reinforce in my tenure as editor-in-chief. The bottom line, really, is the creators; they are the people without whom there would be no companies, and," she pauses, "they're the people that pay my salary."

First comic book read...
I don't remember exactly. Definitely a Mort Weisinger-edited Superman book.

Favorite comic of all time...
Cerebus's "Jaka's Story." [*Cerebus* #114-#136.]

Comics you currently read...
Cerebus, From Hell, Bone, Naughty Bits, Peep Show, mostly black-and-white creator-owned books.

Person you'd most like to meet...
John Lennon. He's my hero.

Superpower you'd most like to have...
The power to make love stay.

Favorite munchie at 2 a.m....
Any flavor of Ben & Jerry's™ ice cream.

Favorite toy as a kid and as an adult...
As a kid, a hockey stick my dad gave me when I was seven. As an adult, my Macintosh LC III computer.

Things you collect...
I collect pre-Comics Code romance comics, especially those done by Joe Simon and Jack Kirby.

Favorite pastime or hobby...
Tuesday night at the jazz club.

Costume you wore the last time you went trick-or-treating...
Supergirl. It was a costume my mother sewed for me. We're talkin' years ago!

Person who would play you in a movie about yourself...
Carol Kane.

Person you'd most like to work with...
Frank Miller.

Favorite musical performer(s)...
The Beatles are my all-time favorites; Liz Phair is my current fave.

Why do you read *Wizard*?
To see if *Grendel* ever gets a mention.

Grendel & Arcent ™ & © Matt Wagner

THEY'RE HERE!

The Fall '94 Spawn action figures have already hit the shelves! The figures to the right and others, have started arriving at all of your favorite toy and department stores last week! Right now, this very second, phone them and ask, "Where are my Spawn toys?!" Spawn, Violator, Medieval Spawn, Overtkill, Clown and Freman make up the first year's run of toys. Next month will see the release of the Spawn-mobile, Violator Monster Rig and Spawn Alley Playset. Then, starting in January '95, the Spring assortment ships which will include figures of Rob Liefeld's Chapel and Badrock characters, plus Todd's Angela, Commando Spawn, Malebolgia and an awesome Violator motorcycle, plus many other characters!

SPAWN

ONLY FROM:

TODD TOYS™

© 1995 Voyager Communications Inc. SOLAR, MAN OF THE ATOM is a registered trademark of Western Publishing Company, Inc. & © 1995 Western Publishing Company, Inc. & Voyager Communications Inc. BLOODSHOT is a registered trademark of Voyager Communications Inc. & © 1994 Voyager Communications Inc. THE VISITOR & X-O MANOWAR is ™ & © 1995 Voyager Communications Inc.